GO BANANAS AS WE BUST OPEN EVERY SINGLE LEVEL!

Nintendo 64

COMPLETE SOLUTION

64 MAGAZINE

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DONKEY KONG 64

100% UNOFFICIAL

FULLY ILLUSTRATED GUIDE WITH EVERY SECRET!

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DONKEY KONG 64

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GREETINGS!

Hello everyone and welcome to Donkey Kong Island! Usually a tranquil tropical paradise, things have gone a bit haywire recently since the arrival of King K.Rool and his crocodile cronies (try saying that five times fast!). They've stolen the sacred horde of Golden Bananas from their secret hideaway and to make matters worse, K.Rool is going to destroy the whole island with his Blast-O-Matic. Oh no!

With four of the Kongs being held prisoner across the worlds of Donkey Kong Island, the future isn't looking too bright. Of course, there's one monkey who isn't going to take this lying down – Donkey Kong! He's out to rescue his fellow chimps, grab his Golden Bananas and teach K.Rool a thing or two about interfering in a monkey's business!

The Guide

Being the lovely people that we are, we've made this guide to *Donkey Kong 64* really simple to follow – after all, the game is so huge you'll be wondering what to do next most of the time! To make everything as straightforward as possible, here's what you'll need to know...

- After covering how to reach each level, we'll dive straight in and guide you through every stage, step-by-step. You'll need to complete all the levels as all five Kongs to get everything – to help you with this, there are five sections to every stage that each refer to a different Kong. These sections will show the locations of the five Golden Bananas for each Kong in the various levels through the game.
- There is a lot of changing between Kongs as you progress through the game. You may reach a point where you can't get any further without changing characters. Don't worry! We've marked all the places where you'll need a certain skill from a particular Kong so that you won't be running around aimlessly wondering what's going on!
- All of the secrets, mini-games and extra sections that you'll have to find in order to complete the game are included in the text at the point when you need them. You'll instantly be able to pick out the puzzle that's causing you strife!

CRANKY'S TRAINING COURSE

Donkey Kong is working out when all of a sudden Squawk appears with some bad news. K.Rool has stolen your precious Banana Hoard and has imprisoned all your friends. It's time to go, so drop down from your treehouse and head into the cave to the right of the waterfall. In a small clearing at the end of the path you'll find three coins which you need to collect. Head back to the grassy area and then head to the left to find Cranky's Lab. Inside the Lab, Cranky will ask you to complete his training barrels in order to obtain potions which give you new skills. Exit the Lab and head over to the left, then jump into the barrels to learn some new skills to help you rescue your friends.

After completing the Training Barrels, return to Cranky's Lab to gain your first Skill Potion. You will now be able to exit this area and activate switches with your new move, the Simian Slam. Exit Cranky's Lab and enter the tunnel to the left of the waterfall to find a switch with your face on it. Use your Simian Slam move to activate the switch, then head through the gate to meet Squawk again.

Simian Slam

Cranky's first potion contains the Simian Slam, which will enable your Kongs to activate switches with a butt slam. To perform this new skill, press the A Button to leap into the air and then press Z to slam the floor beneath you.

Vines

Inside the first barrel on the right you'll learn how to swing on the vines like a real ape. Climb the tree and swing across the few vines and grab the coin at the end to complete the session. If you fail you'll get to try again, so there's nothing much to worry about.

A Button	Jump
R Button	Turn Around
Z Button	Drop

Barrels

Inside the next barrel you'll learn how to pick up and throw barrels. Use the B Button to pick up the barrels and then throw them by pressing the B

button again. Try to practice aiming your throws; you'll need this skill in later boss battles.

B Button	Pick Up/Throw

Orange Bombs

In the third barrel you'll learn how to use Orange Bombs. Collect the bombs by walking over them and then hold down the Z button and press C Right to throw the bombs. Practice aiming these bombs at the tree, but don't stand too close to the blast. These small explosive fruit are extremely useful for defeating tougher enemies.

Hold Z (C Right)	Throw Orange Bombs

Swimming

Every Kong needs to know how to swim and the best place to start is the deep end! Press the Z button to dive underneath the water, then use the A and B buttons to propel your Kong. Collect the coin at the bottom of the well to pass this test and claim your reward from Cranky.

Z Button	Dive
A Button	Swim Fast
B Button	Swim Slow

THE RESCUE

Donkey Kong Island

As you emerge onto the beach, Squawk the Parrot flies down to speak to you. The only island open to you at the moment is the small cave just a short swim away – paddle over and go into the cave entrance to find K.Lumsy. This large Croc has been imprisoned by K.Rool for refusing to smash up Donkey Kong's island! He asks for DK's help and will get all excited when you agree – he'll even open up the entrance to the next level for you and reveal a nice Golden Banana! K.Lumsy then asks you to find the keys for his cage, which are held by the bosses of each world. There are eight in total so clearly you've got your work cut out!

Swim back across to the main island and grab the Golden Banana that K.Lumsy revealed, then enter the cave behind it. You'll find B.Locker who blocks the door to the first level. The number on his chest indicates how many Golden Bananas you need to have before you can get past him – show him the one you just picked up and he'll move aside. Ignore all of the other '?' doors and go through the large DK portal to enter the first level, Jungle Japes!

Rescue Diddy Kong!

Climb the first tree to the top to find some vines – if you leap from vine to vine collecting bananas as you go, you'll land on a switch at the very end that opens the gate underneath. Drop down and run into the passage, collect the gold coins there and bash a few beavers until you reach the other end. At the end of the passage, you'll reach an open clearing – after finding out where Diddy Kong is being held, head left to find some more bananas before jumping into the pool and climbing the green vine on the far side. At the top of the vine lies Funky's Armory.

Funky's Armory

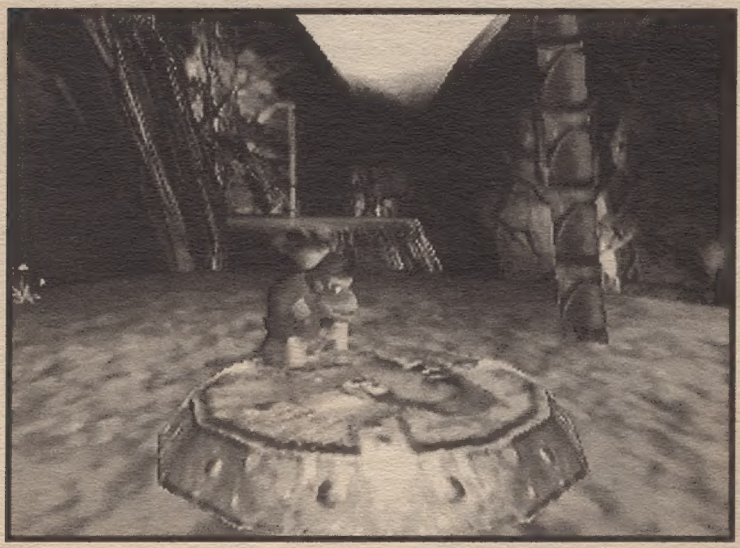
If you chat to Funky, he'll offer you a new weapon – a Coconut Shooter – for the bargain price of three gold coins! Buy it and you'll be given instructions on how to use it; press Z and C Left together to arm the gun and hit B to fire out deadly coconuts. If you press C Up while the gun is armed, you can bring up the sights enabling better accuracy.

Battle Arena

Outside Funky's Armory lies a Battle Arena pad – stepping on it and hitting Z takes you to the first Battle Arena called 'Beaver Brawl'. The object is simple: run around and bash as many of the beavers as you can, making sure they don't knock you off the platform or kill you before the time runs out. If you manage to make it to the end, you'll win the prize – a Golden Crown! Hoorah!

Back on the clifftop, head left to the vines overhanging the pool and swing across to the other side. Step into the barrel cannon to be fired to the clifftop above, where Diddy Kong is being held! Grab the Golden Banana in front of the cage to watch several coconut switches appear across the level. Pick up all the ammunition for your Coconut Shooter and then run across the cliff to the left, grabbing more bananas along the way. On the far side you'll find Snide's HQ – ignore it for now as you'll come back here later.

Leap off the cliff to the left and return to the water below before swimming back to the opposite bank. Look above the gate on the right to see the first Coconut Switch – use the Shooter to blast it then turn around and head all the way past the entrance back into the water. Swim across to



the other side and look above the gate on the left to find the next Coconut Switch. Blast it as before and return to the water once more, swimming over to the first vine and climbing back up the cliff to where Funky's Armory is. Look over to the cliff on the right – the last Coconut Switch is above the gate below. When you shoot it, Diddy Kong's cage opens; make your way back to it and go inside to collect the second Golden Banana on this stage.

As soon as you grab the Golden Banana, all the gates that had Coconut Switches above them open up. Drop back down into the water below and enter the tunnel opposite the entrance – follow the path, collecting bananas, to the end where a clearing awaits. In the centre of the clearing is Cranky's Lab; go inside and pay another three coins to receive a brand new skill.

Baboon Blast

The Baboon Blast is the next ability that Cranky will give to you. It lets you play the Barrel Blast courses by hitting Z when standing on a special pad with Donkey Kong's face on it. These will now appear in a variety of places throughout the levels.

Go back out of the hut – towards the back of the clearing, you'll find a gate with a Coconut Switch above it. Blast it to open the gate and reveal some gold coins, some bananas and a Rambi Rhino crate! Jump inside to take control of Rambi, then run around to find four huts in the local area. Hold Z next to a hut and then press B to smash it open – once all four are reduced to rubble, head back into the tunnel and turn left to find a wall with a picture of Rambi on it. Use your Charge Attack to break down the wall, at which point you'll change back into Donkey Kong. Return to the clearing and find the switch with Donkey Kong's face on it that you revealed by smashing open the huts. When you perform a Simian Slam on it, you'll open a gate in the floor to reveal another Golden Banana.

Retrace your steps back to the entrance and grab the new Golden Banana. Now turn left from the entrance and go into the cave ahead. Watch out for the huge blonde-haired creature lurking inside – you'll have to beat him to a pulp with your huge fists until he goes down. Once he's gone, he'll drop some Blueprints; grab them before they disappear and then leg it back outside. Climb the tree outside the cave to find some more vines that you need to swing across. When you reach the far side, collect the coins and then step on the Barrel Blast pad, pressing Z to fly into the sky.

Barrel Blasting

The object of this mini-game is really obvious – using the target provided, aim at the next barrel along as you bob up and down and hit the B button to shoot forward. Try and collect the bananas and coins as you go and don't forget to grab the Golden Banana at the very end! If you miss anything, you can always go back and play the game all over again...

When you land back on the pad, drop off the ledge and head right to find the second Banana Port – press Z to warp to the top of the cliff. Run round to the left into Snide's HQ; he'll agree to swap the Blueprint you collected earlier for the last Golden Banana of this level! Once you've grabbed it, leave the hut and drop down into the water again. Swim left and climb onto the bank on the left, then climb the second tree and use the vines to swing over to the alcove high in the wall above. Grab the bananas and Orange Bombs before entering the portal to find Troff N' Scoff for the first time.

Climb the ramp and stand on the Banana Pad – if you managed to collect more than 60 bananas, you'll be able to open the door into the lair of the first boss, Armydillo!

BOSS FIGHT
Armydillo

This boss starts by launching massive fireballs at you from his twin cannons – avoid them by dashing left and right until he stops. When he stops to laugh at you, dash forward and pick up the TNT barrel on the pad in the middle and lob it at his face. After the explosion, Armydillo will curl up in a ball and chase you around the arena before returning to the start point. To avoid him, just run around and try to keep out of his way! Continue to fight him in this way, using the TNT barrels at every opportunity until his twin cannons fall off and he retreats into the nearby cave. As a reward for beating him, you'll receive the first Gold Key which will open one of the eight locks on K.Lumsy's cage!

Once you've grabbed the key, make your way back through the level (using the Banana Ports if you can't be bothered to walk) to the entrance portal and return to DK Island. Go back and visit K. Lumsy, using your first key to

unlock one of his cage locks. In return, the grateful Croc will open the doorway to the next level, Angry Aztec. Of course, getting inside isn't going to be easy – you'll now have to go back and complete the first area again as Diddy Kong! Step on the Banana Port outside the cage area to return to the main island and use the Tag Barrel to change into Diddy Kong. Now turn right and go into the cave on the left, entering the portal to return to Jungle Japes.

Wander along the path, collecting the Red Bananas and going down the tunnel to the other end. Turn right and drop into the water, then swim around and grab the coins and Red Bananas from the bottom before jumping up onto the bank opposite the entrance. Enter the cave ahead and grab some more bananas then kill the red-haired brute to collect another Blueprint. Use the vines on the left to swing to the other side, then turn right and continue down the tunnel to find Cranky's Lab.

Chimpy Charge

Talk to Cranky and pay three Red Coins to receive the first of Diddy's abilities. The Chimpy Charge lets you ram into various objects and switches – to use it, hold Z and press B to dash forward.

Return to the clearing outside the lab. Find the switch with Diddy's face on it and stomp down – this opens the gate next to the Armory and starts the timer! Step onto the Banana Port in front of Cranky's Lab and teleport to the tunnel entrance. Dive into the water and climb the vine on the right-hand side to reach your goal – grab the Golden Banana inside before the gate shuts! Now enter the Armory and talk to Funky for a new weapon.

Funky's Armory

The next weapon on offer is the Peanut Popguns – two nifty little handheld blasters that shoot out rapid-fire peanuts. You can use them in the same way as Donkey Kong's Coconut Shooter; hold Z and tap C Left to draw them, then hit B to fire a round off. Using C Up brings up the sights to give you added accuracy.

Leave the Armory and swing across the vines on the left to reach the barrel cannon – jump into it to fly up to the top of the cliff. Run around collecting

the Red Bananas before paying a visit to Snide down the slope and exchanging your Blueprint for a Golden Banana! Leave the HQ and climb back up the slope to find a Peanut Switch – use your Peanut Popguns to blast it, then climb the spiral slope that appears around the rock pillar before entering the cave near the top.

Battle the family of beavers and shoot the wasps with your Peanut Popguns until everything is dead. Now climb the boxes on the right-hand side – pull out your Popguns and aim at the switch on the far side of the room. Shooting it will raise a plank and start the timer; you'll need to carefully cross the plank and collect the coin on the far side then use the Simian Slam to activate the switch and reveal another Golden Banana on the very top of the rock pillar.

Ignore it for now and collect all the Red Bananas from the ground level then head through the arch and up the slope to the small caged area. Shoot more wasps and collect the Peanuts before using the Chimpy Charge to break down the small gate opposite the entrance. Throw an Orange Bomb at the large Croc inside to knock him out and then use the Chimpy Charge again to hit the 'Lo' switch on the machine. Leave the cell and use the Simian Slam on the square switch outside to open the double gates. Use more Orange Bombs to wipe out the pair of purple Crocs, collect the Red

Coin on the crate and then jump onto the box in the far right-hand corner. Run up the conveyor belt to the top and jump into the chute at the far end. Slide down to the bottom and drop into the cart at the bottom for the ride of your life!

Mine Cart Ride

As you hurtle down the track, you'll need to collect 50 Gold Coins to receive the Golden Banana. Watch out for TNT barrels and bat-swinging Kremlings who threaten to knock you off the course. Use Left and Right on the stick to lean out of the cart to grab coins and change tracks by hitting the levers. Holding Up on the stick speeds you up and holding Down applies the brake, while you can use the A button to jump in the air. Battle your way to the bottom to get the prize – if you don't collect enough coins, you'll need to do the whole thing from the start!

Leave the mine track area and return to the main clearing – use the second Banana Port to head back to the rock pillar and hit the Peanut Switch before climbing to the top and claiming another Golden Banana. Drop back down into the water and go back through the tunnel towards the entrance portal to find a gate on the right. Shoot the two Peanut Switches to open the gate, then run inside and collect the last of Diddy's Golden Bananas on this stage! With that done, go back to the portal and return to DK Island.

DONKEY KONG ISLAND

Run past the Tag Barrel and head right, climbing the steep steps to the tree at the top. Climb the tree and continue along the cliff path, using the vines at the top to swing over – if you climb the next set of steps, the entrance to the second level lies just ahead! In order to open up the next portal, you'll have to show B.Locker the colour of your bananas. Climb the ramp and give him five of the lovely things to make him move before heading on through the portal.

Rescue Tiny Kong!

Use the vines to swing over the hot sand ahead, then continue along the path until you reach the large sandy clearing. Once the caged camel cries for help, head left and swing over the sand on the vine to find Candy's Music Shop.

Candy's Music Shop

Chat to Candy and she'll offer to sell you the Guitar Gazump for three Red Coins. Not only will you receive this skill but she'll also give you an extra melon to add to your health meter! To play the guitar, hold Z and hit the C Up button – if used in the right place, this will open doors and destroy all enemies nearby! You only have a limited amount of uses of the guitar; to recharge it, you'll have to find some headphones.

Use the vine to swing back across the hot sand and head left towards a large temple to collect more Red Coins and bananas outside. Shoot the Peanut Switch on the wall to the left to open the door, then return to the front and go inside. Kill the Crocs and stamp on the switch to the right of the

pool to make some platforms appear above your head. Climb up and cross these platforms until you reach the top where you'll find some ammo for your Popguns. Aim at the Peanut Switch on the opposite side of the temple using the sights – this makes another platform appear for you to cross. Run to the far side and hold Z, hitting A to perform a massive backflip and reach the alcove above. Collect the Red Coin and stand on the pad, playing your guitar to open a hole in the ceiling which in turn melts the ice over the pool, allowing you to dive into the water.

Dive in and swim down through the opening, collecting the Red Bananas along the way. Turn right and swim up a slope for more bananas before surfacing and entering a large room at the top. Kill the Crocs and collect the Red Coins then do a Chimpy Charge at the small switch to the left of the gate. This raises some platforms beneath the letters around the walls – jump onto the platform beneath the 'K' and use the Chimpy Charge to activate the switch. Repeat the process and activate the switches to spell the word 'KONG' in order to open the gate and set Tiny Kong free! Once she's gone, dash inside the cage to collect a Golden Banana.

Swim back through the underwater passage and exit the temple. Jump onto the small central island and climb the tree on the left to find some more vines. Use them to swing over to the top of the camel's cage, playing

your guitar once again to unlock another entrance at the side. Drop off the cage and head right into the new tunnel, killing all the enemies as you go and grabbing the Red Coins from the second alcove on the left. Continue to the end of the tunnel and activate the Banana Ports then head right and follow the path all the way round to the small altar with four gongs on it. Use your Chimpy Charge on each of them to raise the temple in the centre with a Golden Banana at the top. You can't reach it yet so ignore it and run back to the steps on the left where a Tag Barrel waits – jump inside and use it to change into Donkey Kong.

Run down the steps and head for the temple on the right with a picture of a camel on the door. Use the Barrel Blast pad at the foot of the stairs and blast between each barrel as before, collecting the DK Star at the end of the course to set the camel free. Now head back to the tunnel entrance and use the second Banana Port to teleport back to the first clearing – run over to the camel's cage and collect the Golden Banana that he left behind. Turn around and run over to Candy's Music Shop in order to get the next musical instrument.

Candy's Music Shop

Spend three coins and you'll receive the Bongo Blast, Donkey Kong's musical weapon. With this done, go back outside and use the Tag Barrel on the central island to change into Tiny Kong. Before you go anywhere, run back over to Candy's Music Shop and buy the Saxophone Slam, Tiny's musical instrument. With both of these bought, go back outside to the main level.

RESCUE LANKY KONG!

Run over and head down the passage to the left of the camel's cage, killing the purple-haired beast to collect another Blueprint. Continue to the crossroads and take the right-hand turn over the narrow walkway through the sand to find Cranky's Lab.

Mini Monkey

Talking to Cranky as Tiny Kong lets you buy her skill. For three Purple Coins, you'll receive the Mini Monkey skill – now you can use the special barrels with Tiny's face on to shrink to a minute size and squeeze through even the smallest of gaps! In order to stay small, you'll need to keep a constant supply of Crystal Coconuts, which are found all over the level.

Return to the crossroads and continue down the path to the right, collecting more bananas as you go. Enter the second clearing and run round the sandpit to the right, using the vines to cross the treacherous hot sand to the other side. Walk along to find an alcove on the left with a stash of coins inside to collect. Now climb the tree nearby and use the vines to swing safely over to the other side. Enter the Armory below to have a chance of buying Tiny Kong's weapon.

Funky's Armory

The Feather Bow is used in the same way as all the other weapons in the game. It fires out a sharpened feather at high speed that can be used to take out enemies or hit switches from a distance.

Leave the Armory and head over to the temple with a camel on the door. Hit the Feather Switch on the right-hand wall to open the door then run back to the front and go inside. Lanky Kong is trapped inside – you'd better hurry up and free him! Go down the stairs to the left and smash the Croc, then climb the steps opposite and turn left into a small alcove. Jump into the barrel on the right to activate your new Mini Monkey skill – now you can run into the tiny bottle neck and cross to the chamber beyond.

Change back into your normal size by holding Z and pressing C Left, then pick up the bananas and use the Simian Slam to stomp on the switch. This makes some platforms appear in the lava ahead so jump across and carefully leap over the platforms to the wide wooden island on the far left. Stomp on the next switch, collect the bananas and crystal coconuts before jumping across the platforms again to the ledge on the far right. Stomp another switch here to create a bridge to the platform at the back – jump across to it and collect the Golden Banana on top of it.

Return to the main platform and use the Banana Port to teleport back to the start of the temple. Run left up the stairs and climb the steep steps to

the Tag Barrel at the very top. It's time once more to change characters – jump into the barrel and change yourself into Donkey Kong again!

Run down the steps to the left of the Tag Barrel, collecting bananas as you go. Turn left at the bottom and throw an Orange Bomb at the purple Croc to kill it. Slam on the switch to open the door next to the Armory and continue down the next set of stairs for more bananas. Turn left again up another small flight of stairs and kill the purple Croc with another Orange Bomb. Collect the coins around the pad and then stand on it and play the Bongo Blast to wake up the camel. He spits into the lava and changes it into water so that you can swim through it – dive in and head through the small opening at the bottom before shooting the Coconut Switch with your Shooter. Congratulations – you've freed Lanky Kong and bagged yourself another Golden Banana into the bargain!

Get back in the water and swim back through to the other side then climb up the steps and exit the temple. Run over and use the third Banana Port to teleport back to Cranky's Lab for a new skill.

Strong Kong

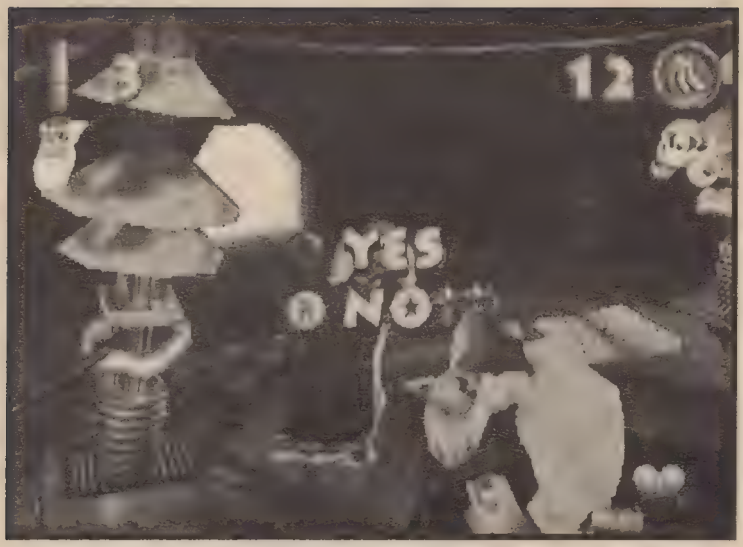
Hand over five Gold Coins to Cranky and you'll be given the Strong Kong formula. This means that jumping into barrels with Donkey Kong's face on will make you temporarily invincible – the more Crystal Coconuts you've got, the longer the effect will last.

Exit the lab and use the Banana Port to return to the second clearing. Head right along the path until you reach the Armory. Climb the nearby tree and swing over on the vines, jumping into the DK barrel on the right to activate your new Strong Kong skill. Dash left over the hot sand and into the passage that you opened up earlier. Grab all the bananas as you go and reach the platform at the far end – hold Z and hit C Left to cancel your Strong Kong ability and replenish your lost Crystal Coconuts, then leap into the Banana Barrel with a giant backflip to enter the first mini-game.

Stealthy Snoop

Ever seen *Metal Gear Solid*? This is pretty similar, only it's not Snake who's sneaking about! You've got to run through the maze of passages while avoiding the searchlights of the Crocs that are wandering about – if they see you, the game is over! If you're really useless and can't do this, the directions are simple – follow the path, take the first left then head right and left again in order to reach the goal and receive another of those lovely Golden Bananas!

Once you've collected the Golden Banana, step onto the fifth Banana Port that appears beneath you and teleport back to the second clearing. Go left into the Troff N' Scoff portal and feed them your bananas – you'll need 120 to pass through the next gate so you'll have to make up the total using the bananas from at least two characters (make sure you've collected more than 75 for each Kong you use or you'll never be able to collect the Banana Medals for each one!). One you've unlocked the gate, you'll be able to go through and face the next of K.Rool's creatures – the Dragon Fly!



BOSS FIGHT

Dragon Fly

Taking on the Dragon Fly is pretty similar to the way that you beat the Armydillo – when he stops to take a breather by landing on the central platform, you'll have to dash in and grab the TNT barrel from nearby and lob it at him before he takes off again. Until he does this, you'll have to run back and forth to dodge the incoming fireballs that he hurls at you. The attacks get more ferocious as the battle rages on, so be nimble and try to avoid becoming a flame-grilled chimp! Three strikes from TNT barrels will stop him in his tracks and you'll get the second of K.Lumsy's cage keys as a reward!

Donkey Kong Island

With the Dragon Fly defeated, it's time to rescue the last of the Kong clan. Head back to the start of the level using the Banana Ports and exit through the portal back to Kong Island. Jump on the second Banana Port outside the temple entrance to return to the beach, then use the first Banana Port to reach K. Lumsy's cage. Use the next key to unlock the second lock, which will in turn open the doorways to both the third and fourth levels of the game on K. Rool's island.

To reach the third stage, swim over to the island and use the small raised platform to reach the spiral slope around the outside of the tower. Make your way up to the top of the slope and you'll spot some vines. Ignore them and turn around, taking the next slope to the summit of the island. Activate the Banana Port and climb the steps to enter the inner chamber – inside, present B.Locker with 15 Golden Bananas to make him move aside before stepping through the portal into the Frantic Factory.

The Banana Fairy

Before you move off DK Island to the next world, change into Tiny Kong and swim across the sea to the small island to the right of K. Rool's island (it looks a bit like a girl's head). Run around the back of the stone structure to find a Feather Switch – shoot it with your Feather Bow to unlock the gate and collect the Golden Banana inside!

Now jump in the barrel to shrink with your Mini Monkey skill and enter the small opening at the base of the structure. Inside, you'll meet the very unhappy Banana Fairy Queen – when K. Rool arrived, all of her Banana Fairy friends panicked and flew away! If you agree to find them for her, she'll give you two new abilities – a special camera for capturing the Fairies (no, don't ask how it works) and a new special attack that can also be used for digging up secrets from the large DK soil squares dotted around the levels. To perform this move, hold down B until it's powered up and then release the button to go crazy! This also costs you one Crystal Coconut each time you use it, so be sparing...

RESCUE CHUNKY KONG!

Once you go through the portal, run forwards and throw a couple of Orange Bombs at the two clockwork Crocs in the alcove ahead. Use the Simian Slam on the switch to open the storm drain cover further through the level. Leave the alcove and turn right, running down the stairs and taking care of another

clockwork Croc. Jump into the storm drain that you opened and climb down the pole, collecting the bananas in the alcove at the side before reaching the bottom. Run through the opening and down the slope, killing enemies with your Orange Bombs as you go. Enter the Production Room at the bottom and make your way around the edge to left until you find the Storage Room. Go inside and follow the passage until you reach another open chamber – look up and you'll see the cage with Chunky Kong inside!

Stomp on the switch to the left of the boxes to open a double gate slightly further on and then use the Tag Barrel hidden behind the pillar to change into Lanky Kong. Climb the boxes against the far wall to collect three Blue Coins and then follow the line of Blue Bananas at the top which will lead you to Cranky's Lab and Candy's Music Shop on top of a ledge at the end of the room.

Orangstand

Visit Cranky Kong as Lanky and pay him the three Blue Coins he wants to receive the Orangstand. This handy little move allows Lanky to walk about on his hands and climb up steep slopes that were once too harsh for him to

travel along. To perform the move, hold down Z and press B to raise yourself onto your arms – keep B held down as long as you want to keep doing this.

Leave the lab and return to the chamber where Chunky's cage is. Climb down the boxes and run over to the left-hand corner, using the Orangstand to climb the steep pipe and collect the bananas. At the top is a switch with Lanky's face on – use a Simian Slam to press it and set Chunky Kong free! Once he's safely in the Tag Barrel, run over to where he was and collect the Golden Banana that he left behind! Now that your troop of Kongs is complete, it's time to return to the jungle and begin the hunt for your banana hoard – run back through the factory and head through to Donkey Kong Island. Now use the fourth Banana Port outside the entrance to go back to the beach and get cracking on the real adventure!

DONKEY KONG ISLAND

Once you return to the beach, use the Tag Barrel to change into Tiny Kong. Now turn right and run along the beach and enter the cave on the left-hand side to reach the portal back to the first main area. Run through and get ready for some Jungle Japes!

LEVEL ONE - JUNGLE JAPES

Tiny Kong

Walk along the path and bash the beaver, then enter the cave, collecting the Purple Bananas. Go through the opening on the left (past the Peanut Switches) and use your Feather Bow to shoot the Feather Switch near the gate on the left. Rush through before the gate closes again to find some bananas and a Golden Banana barrel – jump into the barrel for Tiny's first mini-game.

Splish Splash Salvage

Once you land in the water, your objective is clear – dive down and collect the ten coins from around the edge of the barrel without touching the starfish. You've got a very strict time limit in which to perform this task and if you do get caught out by a pesky crustacean, you'll get frozen for a couple of seconds making things all the more difficult. When you finally collect all of the ten coins, you will return to the cave and receive a Golden Banana!

Exit the cavern and turn left back down the tunnel, running out of the end into the second clearing. Turn left and run along the riverbank into the cave at the end – inside, kill the purple-haired brute and collect the Blueprint that he drops. Continue down the dark tunnel to the gate at the end; use your Feather Bow to shoot the switches on either side of it to open the door into the next clearing. Run through and grab some Crystal Coconuts, then head right to find a beehive at the top of some steps. Bash the Croc that is nearby and jump into the Tiny Kong barrel to shrink in size before running into the hive.

Kill the wasp and run down the path on the left-hand side; use an Orange Bomb to kill the big purple Croc before stomping down on the switch in the centre of the room. This opens the gate at the top of the slope, so go back up and turn left to go through the new opening. Grab some Purple Coins hidden behind the pillars and bomb the two purple Crocs in the room at the end. Stomp on the next switch and return to the central chamber, turning left through the gate to collect some Crystal Coconuts. Bomb the group of purple Crocs and kill the wasp with your Feather Bow, then climb the stone steps to collect some bananas and Crystal Coconuts before grabbing the Golden Banana at the top.

Run back and leave the hive, running down the steps and killing the wasps with your bow. There's another Tiny Kong barrel on the right – jump into it and then use the mushroom behind the tree stump as a springboard to reach the top. Drop into the hole and collect the next Golden Banana before leaving the stump through the now-open gate. Don't change size yet! Run forwards and dash through the hollow log to grab some more Purple Bananas before you grow back to normal size.

Use the fifth Banana Port to reach the top of the rock pillar and collect some Purple Coins, then drop down and visit Snide nearby to exchange your Blueprint for a Golden Banana. Fall off the cliff into the water below and

enter the tunnel in the wall by the fourth Banana Port. Use the Banana Port to warp to Cranky's Lab and go inside to see what he's got for you.

Pony Tail Twirl

Cough up the five Purple Coins that Cranky wants for his new potion and you'll receive the Pony Tail Twirl skill. This handy move allows you to jump further, using Tiny's long golden locks to hover. Jump in the air and then press and hold the A button again to spin round and float for a short while.

Exit Cranky's Lab and search the alcove on the right-hand side for some more bananas before stomping on the switch with your face on it. You'll have 30 seconds to run back through the level and grab the Golden Banana that has been revealed – use the fourth Banana Port to teleport back to the tunnel entrance, then dive into the water and swim left to reach it before the timer expires. Once you've grabbed the golden fruit, you'll have collected all five of Tiny Kong's Golden Bananas from this level. It's time to let another Kong have his turn – jump out of the water and use the nearby Tag Barrel to change into Lanky Kong.

Lanky Kong

Dive into the water and search the bottom of the lake to find some Blue Bananas and Blue Coins then head back down the tunnel towards Cranky's Lab. Turn left halfway along the passage and collect some more Blue Coins, killing the blue-haired beast for another of Snide's Blueprints. Use your Orangstand skill to climb the slope on the right for some Blue Bananas, then do the same on the left and jump into the Banana Barrel to enter Lanky's first mini-game.

Speedy Swing Sortie

An easy game – run over and use the mushroom near the palm tree to bounce up to the top, then grab the vine and jump from vine to vine until you reach the tree at the far end. You'll collect coins as you swing around; nine coins before the timer runs out will bag you another Golden Banana!

Head back down the slope and go right, returning to the main clearing. Swim to the opposite bank and use the second Banana Port to warp to the top of the cliff, then head left to Snide's HQ to swap your Blueprint for

another Golden Banana. Leave the hut and collect the Blue Coins outside then drop off the cliff and enter Funky's Armory.

Funky's Armory

For just three Blue Coins, Lanky will receive his gun – the Grape Shooter. To use your new weapon, hold the Z button and then press C Left to arm your gun. You can fire Grapes by pressing the B Button and pressing C Up will enable you to get better accuracy. Funky will also offer to sell you his latest invention which will double the amount of Ammo that your Kongs can carry. Pay Funky another three coins and grab this special belt immediately.

Drop back off the cliff into the water and use the fourth Banana Port to return Cranky's Lab. Check in the left-hand corner to find a switch with Lanky's face on it – use a Simian Slam on it to reveal another Golden Banana at the top of the cliff. Use the fourth Banana Port to warp to the river and then use the second Banana Port to get to the clifftop. Head right and drop down off the cliff (watch out because it's a long way down!) and grab the Golden Banana from the small cave before the timer runs out.

Drop down from the cliff into the water, then get onto the bank and use the Tag Barrel to change into Diddy Kong. Go right and swim across the river then climb the second tree and look right. Shoot the Peanut Switch above the door and then change back into Lanky Kong. Go back to the gate you opened and climb the slope using the Orangstand move, then hold down the B button to unleash your special move on top of the dirt mound and uncover a Multi-Coin. Enter the cave behind you and climb the steps, collecting bananas and Orange Bombs. Squawk will hint that the pegs on either side look loose – jump on top to collect the coin and bananas, then use the Simian Slam to pound the peg down. When both pegs are slammed, four wasps will appear. Kill them with your Grape Shooter and the picture on the wall will drop disclosing a Golden Banana. Don't forget to take a picture of the Banana Fairy above!

Leave the cavern and drop down into the river again, using the fourth Banana Port in the tunnel entrance to warp back to Cranky's Lab. Go inside and he might have something of interest for you...

Baboon Balloon

Pay Cranky five Blue Coins and he will hand over a new potion which you can drink. This will give you the Baboon Balloon skill – by standing on a pad

with Lanky's face on it and hitting Z, Lanky will inflate and allow you to float around the level.

Go back to the main clearing, then head into the tunnel behind the Tag Barrel towards the very start of the stage. Enter the passage on the right and shoot the Grape Switch with your Grape Shooter once you've grabbed the Blue Coins nearby. Run inside to collect some bananas and then jump into the Banana Barrel to attempt another Lanky mini-game.

Mad Maze Maul

To get the Golden Banana from this game you'll have to make your way through the maze of passages while knocking out any enemies you meet with Lanky's long arms. There are five Crocs to take care of before the timer runs out – if you manage it, you'll receive the last of Lanky's Golden Bananas from this level!

Once you've returned to the small cavern, run back outside to the entrance portal to Donkey Kong Island. Head over to the Tag Barrel on the right and change into Chunky Kong before going back through the

portal into the Jungle Japes level – it's time to finish off this stage once and for all!

Chunky Kong

As soon as you arrive, run right and collect the Green Coins that are in the corner. Now head down the path and go through the tunnel into the main clearing. Dive into the pool and collect the coins that are at the bottom of the lake, then swim back up and climb the vine to the top of the cliff where Funky's Armory is located. Head inside and then grab yourself a weapon, soldier!

Funky's Armory

Hand over three Green Coins to Funky and he will give you the Pineapple Launcher. Use this in the same way as all the other weapons – hold Z and hit C Left to draw it, press B to fire out pineapples and hit C Up to bring up the sights.

Drop off the cliff into the water and swim across to the other bank, then clear out the Green Bananas from the area directly ahead and pick up the rock using the B button. Smash it against the wall to find a Golden Banana! Now go over to the giant 'X' on the ground and repeatedly perform the Simian Slam until you smash through it to the cave beneath. Collect the bananas as you run down the tunnel, then carefully run along the narrow walkway to the far end. Shoot the right-hand eye target to lower the vines on the right and then swing across, taking out the green-haired beast to collect another of Snide's Blueprints. Swing back and shoot the left-hand eye target to lower more vines, then swing over to the next platform and collect the Green Coins and Golden Banana waiting there.

Swing back and head back down the path to the end of the passage, using the cannon at the end to fly back up to the clearing. Dive back into the water and head for the tunnel opposite the entrance, then use the fourth Banana Port to get to Cranky's Lab.

Hunky Chunky

Give Cranky three Green Coins and you'll get the next Kong skill in return. The Hunky Chunky makes Chunky Kong grow to twice his size after you jump into a barrel with his face on it. The effect will last as long as you have some Crystal Coconuts in your possession.

Primate Punch

You should also be able to afford Cranky's next skill – give him five Green Coins to get the Primate Punch. By holding down Z and pressing B, you'll take a huge swing and destroy anything in your way. Handy for smashing large crates, rocks and doors!

Leave the lab and go down the passage back to the clearing, turning left halfway along to find a huge rock. Pick it up and smash it for some bananas, then take out the banana balloons and stomp on the switch in the middle with a Simian Smash. This reveals a Golden Banana near Snide's HQ and starts the timer – you'll have 50 seconds to run back down the tunnel, swim across the lake and use the second Banana Port to warp to the top of the cliff. Run to the left down the slope and grab the Golden Banana before the gate closes!

Pop in to see Snide and swap the Blueprint for another Golden Banana, then leave the HQ and drop off the cliff into the water below. Swim to the far

bank, turn right and enter the tunnel to collect the Green Bananas as you go – at the far end, kill the Croc and jump into the Chunky barrel on the central platform to become huge. Climb any of the trees nearby and collect the Green Bananas then jump into the mini-game barrel high above the middle of the platform. When this mini-game is completed, you'll have completely cleared out the Jungle Japes stage – return to the entrance portal and warp back to Donkey Kong Island to try the next level!

Mine Cart Mayhem

Guide the minecart around the track until the timer runs out, avoiding the TNT barrel that's also racing around. Hit Z to accelerate, B to slow down and use Up, Down, Left and Right on the stick to change lanes on the track at the right junctions. This game is tough but if you survive until the time runs out, you'll get the very last Golden Banana on this first level!

DONKEY KONG ISLAND

Once through the portal, return to the beach and turn right, running back to the Tag Barrel and changing into Tiny Kong. Step into the second Banana Port and warp up to the entrance of the second level – go inside the temple and head left to the Feather Switch behind the pillar. Shoot it with your Feather Bow to lower the stone block, then use the nearby Tag Barrel to change into Diddy Kong. Now head up the slope and through the portal into the Angry Aztec stage.

LEVEL TWO - ANGRY AZTEC

Diddy Kong

Run all the way down the tunnel to the first clearing, using the vines to clear the hot sand. Go round the centre island and through the passage to the left of the cage, then turn right at the first junction and pay a visit to Cranky's Lab.

Rocketbarrel Boost

Time for another potion – hand over five Red Coins to Cranky and he'll bestow the Rocketbarrel Boost on you. By jumping into a barrel with Diddy's face on it, you can try out the prototype Jet Barrel; use A to thrust upwards, Z to hover on the spot and B to fire your Popguns while you're flying. Be warned though – you will only be able to actually use it if you've got some Crystal Coconuts!

Simian Spring

For a mere seven Red Coins, you can also buy yourself the next new skill. The Simian Spring lets you use a pad with Diddy's face on it to leap high into the air – press Z on the pad and your tail will act like a spring and throw you higher than you've ever been before!

Leave Cranky's Lab and head back to the main passage along the narrow walkway. Turn left and return to the first clearing – smack the Croc and climb the first tree by the tunnel entrance to find a Jet Barrel. Jump inside and fly up to the roof of the nearby temple. Bash the red-haired brute to receive the Blueprint he's carrying then collect the Crystal Coconuts around the ledge and drop back to the floor. Use the second Banana Port to warp to the second clearing and climb the stairs on the left-hand side to find another Jet Barrel. Fly right and head for the two-tiered temple in the far corner – land on the roof and stomp on the switch to start the central pillar revolving.

Return to the Jet Barrel and take off again, then fly over in front of the pillar, hovering at the same level as the face. Shoot peanuts from your Popguns into the mouth as it turns until it's full – this will reveal five switches on the front of the two-tiered temple. Now fly over to the opposite side of the clearing and pop in to see Snide, exchanging your Blueprint for another Golden Banana!

Leave the HQ and run up the stairs, then head over to the two-tiered temple. Go around to the left and climb the stairs for some Red Bananas, then drop back down and shoot the Peanut Switch above the lower-right door. When it opens, run inside and shoot the switch at the end of the room to open two more passages. Go left to kill two Crocs and collect a Red Coin, then go back and head up the stairs where another Croc guards a Peanut Switch. Kill him and shoot the switch before heading right into another passage – use an Orange Bomb to blow up the three barrels and then collect the Red Coin and Crystal Coconuts behind them. Return to the junction and

take the other path, using a bomb to kill the big Croc there. Now climb the steps on the right and collect the Golden Banana – watch out because as you grab it, a timer will start. You'll have to make a hasty retreat out of the temple before something really nasty happens to you!

Once back outside, return to the Jet Barrel and take to the skies once more. Head for the huge sun hoop on top of the pillar – fly through it three times and you'll set free a big vulture who was trapped in a cage. Fly over to the Jet Barrel to meet him; he'll challenge you to follow him around the level, passing through various hoops. If you manage it, he'll give you another Golden Banana as a prize – of course, you'll have to fly up through the sun hoop on top of the pillar again if you want it! Now quickly jet over to the tall tower where the Diddy Gongs were – if you fly up to the roof, you'll find Diddy Kong's last Golden Banana. Drop back to the floor and head over to the Tag Barrel on the left before changing into Lanky Kong and going for his Golden Bananas!

Lanky Kong

Once you're out of the Tag Barrel, run over and use the second Banana Port to teleport back to the first clearing. Run over and pay a visit to Candy Kong in her Music Shop to see what she can offer you.

Candy's Music Shop

Give her three Blue Coins and Candy will hand over the Trombone Tremor. This musical instrument can be used by Lanky at any time by holding Z and pressing C Up. Its limited use can be recharged by standing near some headphones, but don't go around blowing your own trumpet!

Swing back across the hot sand, turn left and climb the stairs up to the temple. Shoot the Grape Switch on the right-hand wall to open the door and run inside. Collect the Blue Coins on the right and drop into the water, swimming right and then through to the room at the end while you collect Blue Bananas. Jump onto the island and perform a huge backflip to land on the pillar in the middle of the platform. Smash down onto the switch there to free a vulture high above – blast him repeatedly with your Grape Shooter until he disappears and drops the Golden Banana he was carrying for you to collect! The water will now drain away allowing you to access the second Battle Arena of the game.

Kritter Karnage

This Battle Arena is identical to the first one in that you'll have to take on the enemies that appear and prevent them from knocking you off the platform until the timer expires. This time though, you'll be up against bigger Crocs rather than Beavers – if you manage to win the battle, you'll get another Battle Crown!

Swim back through the pool and exit the temple, running left through the passage next to the cage. At the first junction, head right and make your way across the winding walkway for some more bananas. Grab the Blue Coins at the end and then use the third Banana Port to teleport through to the second clearing. Turn right and climb the stairs up to the first temple – shoot the Grape Switch on the left-hand wall to open the door and then run inside. Go down the steps to the left and enter the first alcove, climbing the

slope and using an Orange Bomb to kill the purple Croc. Stand on the Music pad and play your Trombone to raise the two statues in the pool. Now run back and use your Orangstand move to climb the steep slope up the side of the statues and reach the Banana Barrel at the top. Jump inside to enter another mini-game.

Teetering Turtle Trouble

The object of the game is to keep all six turtles spinning by feeding the snakes with melons. This is done by aiming at each of the snakes in turn and firing a melon in their direction. If a snake cries for help, they're about to drop their turtle so fire a melon at them quickly, remembering to reload by shooting the target in the centre if you're out of fruit. You've got to keep them spinning for 45 seconds before the game ends and you receive your prize of a Golden Banana!

Go back down from the statue's back and climb the steep steps at the back of the room to the large wooden door at the top (don't forget about the Banana Fairy in the second alcove on the left). Shoot the Grape Switch to

open the door and then go through it. Kill the two Crocs to make some vines appear, then use these to swing across and collect some bananas and Blue Coins. Now stomp on the switch in the middle of the room to reveal a wall of stone monkey faces opposite. To collect the Golden Banana above, you'll have to shoot the faces with your Grape Shooter in the right order – hit the Blue ones first then the Greens, followed by the Oranges and then finally the Yellows. Grab the Golden Banana when it lands in front of you and collect some ammo refills, then run over to the stairs near the exit.

Use the second Banana Port to warp inside Tiny's bottle area and battle the blue-haired brute to collect another of Snide's Blueprints. Now teleport back again and leave the temple, running right toward the two-tiered temple. Run up the stairs and head left, up another flight of steps, before shooting the Grape Switch above the left-hand door. Go inside and shoot another Grape Switch to open more passages. Take either passage and use an Orange Bomb to wipe out the big fat Croc, then go up the next set of stairs and shoot the next Grape Switch. Bomb the fat Croc on the right and then jump into the Banana Barrel for another mini-game.

Big Bug Bash

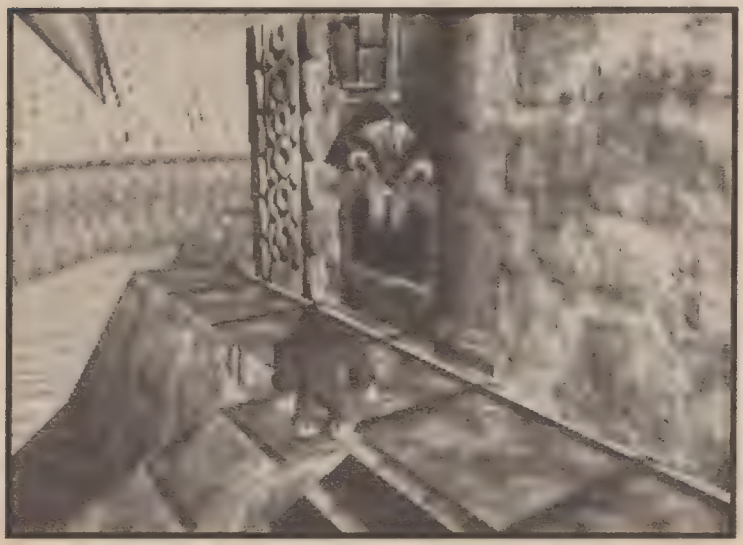
Move the giant Fly Swatter around with the analogue stick and hit A to slam it down. To claim the Golden Banana from this game, you'll need to swat a total of four flies before the time limit expires. Be careful, as the flies get faster as the game progresses!

After the mini-game, you'll need to exit the temple rather quickly as there's something nasty behind you! Ignore the enemies and just make a dash for the exit – once back outside, head right and climb the first tree to find some vines. Swing to the far side and climb the stairs on the right, going down the next flight to find Snide's HQ. Go in and give him the Blueprint to receive the last of Lanky's Golden Bananas on this level! Now that Lanky has finished this area, leave Snide's HQ and head for the Tag Barrel on the left, changing into Donkey Kong once you jump inside.

Donkey Kong

Run down the steps to the right and climb the tree, using the vines to swing over the hot sand. Continue straight ahead and head for the two-tiered temple – when you get there, shoot the Coconut Switch above the lower-left door. Go inside once it opens and shoot the Coconut Switch at the far end before collecting the ammo underneath. Take the right-hand path that opens and use an Orange Bomb on the TNT barrels to blow them up, then collect the Crystal Coconuts behind them. Turn around and go back down the passage, use an Orange Bomb to kill the purple Croc and grab the Gold Coins, then shoot the next Coconut Switch. There are two more purple Crocs that have to be blown up with Orange Bombs before you can continue – ignore the left passage and go right instead, climbing the stairs to find some camera film and a Golden Banana!

Remember that once you grab it, you'll need to make a swift exit from the temple. Once outside, run back across the thin walkway and go left past the camel temple. Use the second Banana Port to warp back to the first clearing and head back down the passage towards the entrance portal. Just before the first sandpit is a door on the right – shoot the two Coconut Switches to open it and go through for some Crystal Coconuts. Jump into the Donkey barrel to activate the Strong Kong skill and then leg it around the room to



collect the Gold Coins and bananas. Carefully walk up the narrow stone bridge and kill the yellow-haired brute on the top to receive his Blueprint, then jump in the next Donkey barrel to return safely to the passage outside. Now head back to the second clearing and visit Snide; swap the Blueprint for another Golden Banana and you'll have cleared this area as Donkey Kong! With this done, run over to the nearby Tag Barrel and jump inside, changing yourself into Chunky Kong.

Chunky Kong

Start by collecting all of the Green Bananas around the local area and then climb the tree close to Snide's HQ by leaping over the sand and grabbing onto the trunk. Swing across the vines to collect some Green Coins and then drop down at the far end. Now run over to the two-tiered temple, using the vines at the top of the tree to cross the hot sand. Run up the stairs to the second floor and use the Pineapple Launcher to shoot the switch above the upper-right door.

Go inside the temple and shoot the Pineapple Switch directly ahead of you. Go left or right and use an Orange Bomb to blow up the barrels at the

top of the stairs before climbing up and going through the passage at the back of the room. Collect the Green Coin at the top of the steps and then follow either passage to reach the steps at the rear – blow up the barrels and use the special Charge move by holding B to uncover the Multi-Coin under the dirt mound. Climb the stairs, collect the Green Coin and shoot the Pineapple Switch before heading left and splattering the green-haired brute to collect another of Snide's Blueprints. Continue along the passage and collect the Green Coin and Orange Bombs before shooting the Pineapple Switch at the top of the steps. Go all the way back down the passage and go straight at the junction to find a Banana Barrel – jump inside it to play one of Chunky's mini-games.

Kremling Kosh

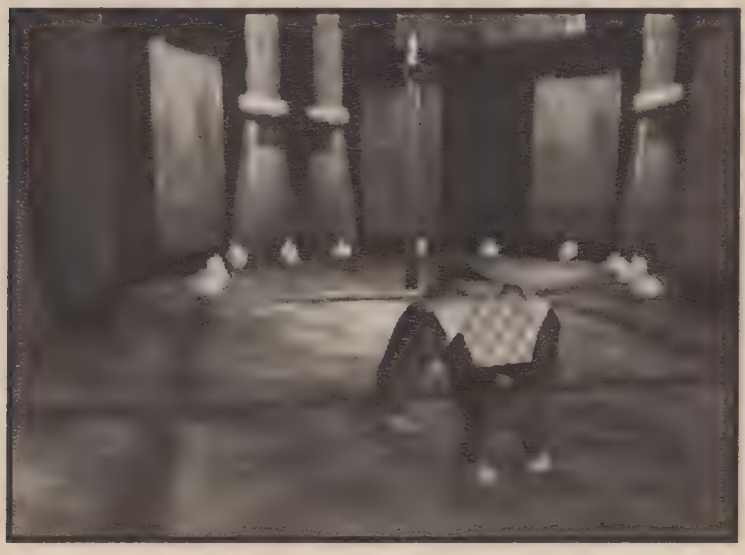
This is a simple target range game – aim your melon shooter at the Kremlings as they pop up out of the barrels around the outside. The green Crocs are worth one point while the red ones are worth two; you need to shoot a whole bunch of them before the timer runs out. Don't forget to reload your shooter by firing at the melon barrel in the middle!

When you've beaten the mini-game, you'll receive a lovely Golden Banana! As soon as you collect it, run for your life as the nasty temple monster will chase you back to the entrance – you'll have to move quickly as it's quite a long way back! When you get outside, run straight over to Snide's HQ and exchange the Blueprint for another Golden Banana; two down, three to go!

Work your way around the sandpit, using the vines to cross the river of hot sand. Jump on the fourth Banana Port outside the Armory before running down the tunnel towards the first clearing, battling the Crocs as you go. Continue to the second junction and jump into the Chunky barrel on the right to activate your Hunky Kong skill. Run back to the first junction and grab the huge boulder on the right, then carry it back to the second junction and jump onto the pedestal to lift the cage. Hit Z to put the boulder down and run back to the first junction, going left before jumping into the Banana Barrel inside the raised cage.

Busy Barrel Barrage

To succeed at this mini-game, you'll have to use your Pineapple Launcher to defend yourself from the onslaught of Crocs that approach from all sides. The key to winning is the first wave of Crocs – they all attack at once so you



need to clear them out quickly. After that, all you have to do is pick them off as they regenerate and you'll easily survive for the full 45 seconds.

Grab the Golden Banana that appears as you emerge from the barrel and head down the passage, past the junction back to the first clearing. Kill the Croc and run around the path to Candy's Music Shop. Use the vines to cross the hot sand, then go inside and have a chat with her.

Candy's Music Shop

Give Candy the three Green Coins she asks for and you'll be given Chunky's musical instrument. The Triangle Trample can be used at any time by holding the Z button and pressing C Up – don't waste it though, as you can only use it a certain number of times!

Jump back over the sand and turn left, heading over to the temple in the distance. Collect the Green Coins around the outside and then shoot the Pineapple Switch on the left-hand wall to open the front door. Go inside and grab the stash of Green Coins on the left, then go down the slope to collect some Green Bananas. Use the Orange Bombs to destroy the two barrels and then stand on the Musical pad and activate your Triangle Trample to open the door. Run through it and watch as the Golden Banana disappears before your very eyes! You will now be attacked by several small Crocs – fight them all off and watch out for the room revolving until the enemies stop coming and the Golden Banana reappears. Grab it and then return to the pool room to leave the temple.

Run down the steps and around the walkway, using the first Banana Port to warp to the beginning of the level. Kill the Croc and shoot the Pineapple Switches on the wall to open the nearby door. Walk across the narrow walkway to collect some Green Bananas, then shoot the wasps with your Pineapple Launcher. To solve the puzzle in this room, you'll have to pick up each bottle in turn and bring them back to the central platform, using the Z button to drop them on the pad with the same symbol on it as the bottle. When all four are placed, the last Golden Banana will appear – grab it and then run all the way back to the first clearing, using the second Banana Port to warp to the second clearing. Head for Snide's HQ and use the Tag Barrel outside to change into Tiny Kong.

Tiny Kong

Walk along the path and swing over the hot sand using the vines provided. Make your way to the end of the passage and jump onto the central grassy island, charging up by holding B and then releasing to reveal another Multi-Coin under the dirt mound. Head for the large temple on the left and shoot the Feather Switch on the right-hand wall to open the door. Enter the temple and kill all the Crocs, then jump into the Tiny barrel in the far right corner to activate your Mini Monkey skill. Run over and drop into the water, swimming down and through a small hole at the bottom for some bananas. Surface on the other side and jump into the room with coloured floor tiles – kill all the little Crocs that appear and you'll be rewarded with a Golden Banana!

Swim back through the tunnel, turn left and swim through to the room right at the back – collect the Purple Coins around the island before returning to the main room and leaving the temple. Walk down the slope and go down the tunnel on the left towards the next clearing. Ignore the turnings and run right to the end of the passage – in the clearing, go around the sandpit and head for the two-tiered temple. Climb the stairs to the second floor and shoot the Feather Switch above the central door before

going inside. Collect the Purple Coin and shoot another switch, then run left and kill the wasp. Jump in the Tiny barrel and shrink down, then turn around and go through the small opening in the wall. There's a Banana Fairy waiting for you in the chamber beyond – whip out your camera and take a picture of her before returning to the main passageway. Enter the passage on the left and collect another Purple Coin, then shoot another Feather Switch. Run right and collect another Purple Coin then go back and head left to find another of the sacred Golden Bananas!

Quickly leave the temple before the nasty monster gets you and then run over to the tall tower directly ahead – use the vines at the top of the tree to cross the hot sand before running up and down the stairs to reach the tower. Jump into the Tiny barrel at the base of the tower to activate your Mini Monkey skill and then climb the stairs to find a Musical pad. Use your Saxophone Slam to call down Squawk, who will swoop down and carry you to the top of the tower before dropping you through the small hole in the roof.

Beetle Racing

When you land in the temple, the huge Scarab Beetle you meet will challenge you to a race for the Golden Banana. To win, you'll need to slide down the huge winding slope and collect at least 50 coins as you go before reaching the bottom ahead of him. Colliding with the spinning beetle costs you three coins and to have any chance of beating him, you'll need to push Up on the stick to accelerate. Pull Down on the stick to slow down round tight corners but make sure you're ahead of the beetle by the final stretch! This is really tough – if you do get to the bottom, you probably won't have enough coins and will have to try again! Practice makes perfect!

This is Tiny's final Golden Banana of this level – well done, you've finished it as all five characters! Now run back through the level using the Banana Ports to warp along and dash through the entrance portal back to Donkey Kong Island.

Leave the Aztec temple and use the second Banana Port outside to return to the beach. Use the Tag Barrel to change into Donkey Kong and then jump onto the fourth Banana Port to transport yourself back to the top of K. Rool's island – go up the steps and into the doorway, running left to the entrance portal of the Frantic Factory.

LEVEL THREE - FRANTIC FACTORY

Donkey Kong

Through the portal, head left and follow the passage, using an Orange Bomb to kill the clockwork Croc. Climb down the pole at the end and follow the next passage down to the Production Room. Head left around the machine and then enter the door to the Storage Room. Use the boxes against the wall to climb up to the opening above, then run down the passage and kill the two Crocs before going to visit Cranky at the top of the steep slope.

Gorilla Grab

Part with seven of your hard-earned Gold Coins and Cranky will give you the potion for learning the Gorilla Grab. Now whenever you find a lever, you can

stand on the footplate in front of it and press the B button to give it a tug. Who knows what might happen when you pull those levers?

Barrel Blast

Beneath where Chunky's cage was, you can enter another of the Barrel Blast levels. Jump between the barrels as you did before while collecting the bananas, then aim at the hoop near the end to find a DK Star that will reveal a lever near an old arcade machine – this will bring back memories...

Return to the main Storage Room and go left through the opening, climbing the pole in the middle to the very top. Go down the passage and turn left, then pull the lever in front of the old arcade machine to experience a real blast from the past – it's the original Donkey Kong game, just as those of you of a certain age remember it!

Donkey Kong, 1981!

Insert your coins, it's time for a retro bonanza! This is Donkey Kong as it was all those years ago – if you want another of those sacred Golden Bananas, you'll have to beat all four levels of the game! The object of the first three levels is the same; work your way around the stage and make it to the top where your girlfriend is without being hit by any of the things thrown by DK. The fourth stage is different though – to kill DK for good, you need to knock out the yellow pins out of the structure by walking over them while dodging the fireballs. When all eight are gone, the structure collapses and Mario wins; congratulations! You'll get a Golden Banana as your prize but are you good enough to complete it all over again for the prized Nintendo Coin?

Leave the arcade game area and run back down the passage, turning right and climbing the pole down to the floor below. Head down the small passage into the main Storage Room, then turn left and use the first Banana Port to return to the entrance of the level. Turn right and down the passage ahead, going through the gates and climbing the pole to the level above. Go through the door into the Testing Department and kill the clockwork Croc with an Orange Bomb. Turn right and follow the passage down to a room full of lettered blocks – run up the stairs and collect the Gold Coins, then head for the blocks opposite and stand on the central one to reach the passage above.

Follow the tunnel to collect the bananas, remembering to take a photo of the speedy Banana Fairy lurking halfway along. Continue down the passage for more bananas and you'll find a room with a large checkerboard of numbers. Stomp on the switch to raise the numbers and start a timer – you'll have to jump up to the level above and use the Simian Slam on the number blocks in numerical order, hitting all 16 before the timer expires. If you manage it, another Golden Banana will appear in front of you! Grab it and then return along the passage to the Testing Department, then drop back down and go across the room to the R&D door.

Inside, climb up the pole and go through the next R&D door into the main chamber. Go right and through the door at the end, kill the wasp and then run to the end of the passage. Collect the Gold Coins and then use your Gorilla Grab on the lever to the right to open up the next Battle Arena section. Retrace your steps to the main chamber and climb the ladder on the right, dropping into the hole to enter the Battle Arena.

Arena Ambush

The same rules apply here as they have done in every Battle Arena, only now the enemies are even tougher. Defend yourself and remain on the platform until the timer expires, battering all the brutes and Crocs that attack – if you survive, you'll earn yourself another Battle Crown!

Back in the main chamber, jump out of the hole and head through the door ahead, then drop down through the hole in the floor to land on the ledge below. Shoot the Coconut Switch to open the High Voltage shed and go inside – collect the Gold Coins and bananas, then use your Gorilla Grab on the lever in the centre. This activates the giant machine in the middle of the Production Room and opens the gate in the base of it, as well as giving you another Golden Banana!

Leave the shed and drop to the floor below, then go through the passage on the left to make your way to the Production Room. Enter the opening in the base of the machine and use the Donkey barrel to activate your Strong Kong skill. Run under the crushers to collect the bananas and make it to the end of the conveyor belts where another Golden Banana awaits! Grab it and

then run quickly back along the belt to the entrance before you deactivate your invincibility.

Leave the machine and turn right, avoiding the crates that will be spat out of the sides of the machine. Near the switch with Lanky's face on it, you'll find a lift that will take you up to a conveyor belt above. Now make your way up the sides of the machine, using all the platforms provided until you reach the yellow-haired brute near the top. Kill him and nick the Blueprint he's carrying, then drop back down carefully and run back to visit Snide by using the third Banana Port where you can trade this for Donkey Kong's final Golden Banana! Use the Tag Barrel outside Snide's HQ and change into Diddy Kong to continue the quest.

Diddy Kong

Step onto the third Banana Port and kill the clockwork Crocs with Orange Bombs then leave the alcove and turn right. Run down the passage and use the pole to climb all the way to the bottom. Head down the next passage and kill the Croc until you reach the Production Room. Search around the edge of this room to collect some Red Bananas and then bash the red-haired brute to claim another Blueprint. Find the switch with Diddy's face on and use the Simian Slam to activate it. This will make a Golden Banana appear high up the tower – use the fourth Banana Port to warp halfway up the tower and then cross the lifts to the next platform before crossing the spinning logs to where a Diddy pad lies. Collect the bananas and use your Simian Spring on it to bounce up then move into the alcove above and collect the Golden Banana inside!

Drop back down and go through the door near the fourth Banana Port into the Storage Room. Head over to the right-hand corner near the headphones and do a massive backflip to land on the boxes to the side. Use your Simian Spring to reach the ledge above and collect the Red Coins, then drop down and go through the opening on the right and climb the pole to the top. Collect the bananas and use the fifth Banana Port to warp to the

Armory. Go down the next passage for more bananas and wind up in the Testing Room. Use the Diddy pad near the stack of blocks to spring up to the ledges above – make your way up the block stack and collect the bananas until you reach the top, then use the next Diddy pad to reach the Banana Barrel high above.

Peril Path Panic

The object of this game is to shoot all the Klaptraps' mouths shut in order to allow the Banana Fairies to fly safely across the screen. Shoot melons into their mouths to make them ignore the fairies passing in front of them for a short while. If you run out of melons, shoot the melon block that is in the middle – you need to save six fairies to win the game and receive a Golden Banana! Use the Simian Spring again to reach it when you return to the Testing Room.

Drop carefully back down to the floor and go through the door to the R&D department. Collect the Red Coins around the room and climb the pole to the top, going down the short corridor and into the main R&D chamber. Go left and climb the ladder to reach the upper level then enter the first passage on the left-hand side to open the glass door behind you. There are three numbered doors here – to open them, you'll have to push the switches on the wall using your Chimpy Charge move in the right order. Open each door in turn, killing all of the enemies that appear before moving onto the next. When all three doors have been opened and the nasties inside beaten, you'll receive another of Diddy's Golden Bananas!

Go back out of the room into the R&D area and turn left twice to drop down through a hole and reach a ledge above the Storage Room. Stomp on the switch with Diddy's face on it to lower some vines – swing across them to the Banana Barrel quickly or you'll run out of time!

Beaver Bother

A really annoying game – you must herd the Beavers into the hole at the centre of the barrel using the Kremling provided. To control the Kremling,

press A to jump and B to snarl and scare the Beavers. Once you have forced 12 Beavers into the hole before the timer expires, you'll receive another Golden Banana – don't be expecting to do this without failing a few times though!

When you've grabbed the Golden Banana, jump into the first Banana Port in the corner of the room to return to the start. Kill the two clockwork Crocs with Orange Bombs and then use the third Banana Port to reach Snide's HQ. Go inside and give him the Blueprint to receive Diddy's last Golden Banana on this level! Now return outside and use the Tag Barrel to change into Chunky Kong and get his Golden Bananas.

Chunky Kong

Grab the Green Coins and bananas, then use the third Banana Port to return to the beginning of the level. Go right and collect the Green Coins around the top of the storm drain, then go down the pole to the bottom for more bananas. Follow the path down to the Production Room and go left to locate the switch with Chunky's face on it. Stomp down on it and a timer will start – you'll have to use the fourth Banana Port to warp halfway up the tower and then quickly make your way up to the crusner that is near the top, dashing in to grab the Golden Banana without getting squashed before the time runs out.

Carefully make your way back down the tower and head down the passage towards the Storage Room. Turn right and use your Primate Punch to knock down the metal gate – inside the dark room, kill the wasps and then hold B on the dirt mound before releasing it to find another Multi-Coin. Smash the box in the right-hand corner with a Simian Slam, then activate the switch beneath to reveal a Golden Banana. Use your Primate Punch on the wall switch with your face on it to raise three moving platforms – use them to jump up and grab the Golden Banana from its pedestal but be quick as the platforms only move for a short period of time!

Exit the room, head right and climb the pole to the top. Continue along the passage and use a Primate Punch to bash down the next metal gate. Jump into the Banana Barrel on the other side for another of Chunky's mini-games.

Stash Snatch

To win this game, you'll need to collect the six coins from around the maze and then make your way to the chequered flag before the time limit expires. Try not to run into too many enemies or wind up in a dead end – the time limit is tight, so keep moving and get all those coins before racing to the finish! When you get there, you'll get another of Chunky's Golden Bananas.

Go back down the passage, climb down the pole to the Storage Room and use the first Banana Port to warp back to the start of the level. Head right and go down the tunnel, up the stairs on the right and then climb the pole to the top. Use an Orange Bomb to kill the clockwork Croc and follow the passage right to find the Testing Room. Kill the green-haired goon and steal

his Blueprint, then use the platforms above the blocks to reach the Green Coins in the alcoves above.

Run through the door towards the R&D department and climb the pole to the top, going through the next door to the main chamber. Go left and climb the ladder to the raised ledge then drop into the shallow pit for some Green Coins. Climb the ladder nearby and use the Primate Punch to knock down the metal gate – inside, use the Triangle Trample to open the glass door and drop to the floor on the other side. Collect the bananas and ammo from around the edge of the room then use the Primate Punch on the switch on the chest. You'll be locked in and will have to face a multitude of toys coming from the chest – kill them until they join together to form a giant toy monster, then jump into the Chunky barrel to activate your Hunky Kong skill. Attack the monster until he falls apart and then collect the Golden Banana that appears!

Now leave the room and return to the main chamber, using the second Banana Port to go back to the start of the level. Kill the two clockwork Crocs again and then jump into the third Banana Port to visit Snide and swap your Blueprint for Chunky's last Golden Banana! Leave the HQ and use the Tag Barrel outside to change into Tiny Kong.

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Tiny Kong

Use the third Banana Port to get back to the start, then turn right and run down the passage, collecting the Purple Bananas. Go into the small room on the right for some Purple Coins then climb the pole in the middle and jump off at the top for some camera film – now go along the passage behind and run through the door into the Testing Department. Splat the clockwork Croc with an Orange Bomb and turn right, following the line of Purple Bananas. Watch out for the group of scary toys in the room at the end, running to the right of the stack of blocks and using the boxes ahead to reach the metal gangway above. Head left and jump into the Tiny barrel in order to activate your Mini Monkey skill, then go through the small hole in the wall to collect some Bananas.

Stomp the switch in the centre of the room to open the Kremling Dartboard – whip out your Feather Bow and shoot each item in turn as they appear on the board on the right. Aim with care, as the board speeds up as the game progresses and missing means that you have to start all over again! When all six items have been shot, a Golden Banana will appear from above. Now use the Tiny barrel to shrink again and return to the main room.

Drop down off the ledge and head right, jumping onto the block in the corner and using the rising platform to reach the passage above. Follow it to the Armory and whip out your camera to take a photo of the Banana Fairy there. Head back to the main room again and drop down, heading left to the door leading the R&D department. Go through and climb the pole up to the next level, then go through the next R&D door to find a large room with a Tag Barrel right ahead of you. Turn right and go through the unmarked door at the side, collecting the Purple Bananas and shooting the clockwork wasp. At the end of the passage, jump into the Tiny barrel to shrink down once more before going through the small opening in the wall on the left. Follow the track through the small arches to reach the Race Car mini-game.

Slotcar Speedway

Through the next arch, you'll meet a Slotcar intent at proving he's a racing champion. Accept his challenge and race him around the track, collecting Gold Coins as you go. Press Z to speed up and use the analogue stick to change lanes at any time. You'll need to collect at least ten coins and beat the opponent to the end to win the Golden Banana trophy.

When the race is over, use the Tiny barrel to shrink again and return to the main room before running back down the passage and returning to the R&D department. Climb the first ladder on the right and enter the door in the middle to find a hole in the floor. Drop down and use the Pony Tail Twirl to float to the ledge at the bottom. Kill the wasp then drop into the room below. Head through the opening directly in front of you to find a purple-haired pazzer – kill him and nick his Blueprint before climbing up the pole in the middle to the top. Run down the passage and turn left into a small chamber with a table in the centre.

Use the Tiny barrel on the right to shrink and then climb the boxes on the right-hand side with giant backflips. Grab the bananas at the top and enter the small passage on the left – inside, you'll find a Golden Banana! Grab it and then go back the way you came through the passage and down the hole to the large room where you rescued Chunky Kong earlier on.

Head straight across and down the passage, killing the clockwork Crocs with Orange Bombs. Run left and use the Simian Slam on the switch with Tiny's face on it – this reveals a Banana Barrel at the very top of the tower above. Use the fourth Banana Port to warp halfway up the tower and collect the Purple Coins, then use the lifts on the left to cross to the next platform.

Climb the conveyor belts to the top and grab the bananas before using your Pony Tail Twirl to jump up and float across the gap to the Banana Barrel. Jump into it to reach the next of Tiny's mini-games.

Krazy Kong Klamour

You'll have to aim carefully to win this game – the object is to shoot the Golden Bananas as they appear and avoid hitting any of the Kongs. Blast ten Golden Bananas before the timer runs out to win the game, reloading your gun by hitting the melon block in the middle if you need to. When you finally complete the game, you'll receive a Golden Banana of your very own!

Float to the right again to collect the Purple Coins and bananas on the small platform, then carefully drop down to the bottom of the tower. Run back to the Storage Room and use the first Banana Port to teleport back to the start

of the level. Kill the two clockwork Crocs with Orange Bombs and then use the third Banana Port to pay one last visit to Snide. Give him the Blueprint and you'll get the last of Tiny's Golden Bananas on this level! Now go back outside and use the Tag Barrel to change into the last monkey, Lanky Kong.

Lanky Kong

Exit the area by using the third Banana Port and return to the beginning of the level. Grab the bananas and head left, climbing the post at the end to the top. Run down the passage, kill the clockwork Croc and turn right to enter the Testing Room. Collect the Blue Coins behind the crates at the back of the room, then climb them to find a Lanky pad. Use it to activate your Baboon Balloon skill – float right and you'll find a Banana Barrel to enter a mini-game.

Batty Barrel Bandit

It looks easy, but it isn't – you'll need to stop the reels as they turn so that they all land on bananas to win the jackpot. Press A to start the reels spinning and then hit A again to stop them on the symbol you want. Get four bananas three times to win; you can't really afford to miss as you'll end up running out of time! When you win the jackpot, you'll get a Golden Banana as your prize!

Drop back down to the floor and go through the R&D door, climbing the pole to the top and collecting the Blue Coins. Grab the bananas then head left into an alcove – play your Trombone Tremor on the pad to open the glass door and then go inside. Hit the switch on the floor to start the piano going; you'll have to match the Crocs that pop up out of the barrels by hitting the keys that match the colours. Watch them appear and then follow the pattern, adding one extra key each time:

CBC
CBCD
CBCDE
CBCDEC
CBCDECA

When you strike the last key, the piano will shut down and you'll receive the next Golden Banana as your reward! Now go back out of the room and climb the ladder on the left, collecting the bananas and smashing in the face of the blue-haired biffer so you can nick his Blueprint. Drop back down and use the second Banana Port to return to the start of the level then jump into the third Banana Port to reach Snide's HQ – change the Blueprint for another Golden Banana and then go back to the entrance portal.

Go right and drop into the storm drain, using the pole to climb down to the bottom. Run down the passage to reach the Production Room; find the switch with Lanky's face on it to the left and stomp it to make the last Golden Banana appear right at the top of the tower! Use the fourth Banana Port to warp halfway up the tower and then make your way along the lifts and pipes to the very top. Carefully leap to the narrow pipe and use your Orangstand to walk gingerly up the steep slope and grab the Golden Banana at the top. Now drop all the way down to the bottom, use the fourth Banana Port to go back up to the halfway point and then cross the lifts once more to find a Troff N' Scoff door. Go inside and feed the two porkers a total

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02
26

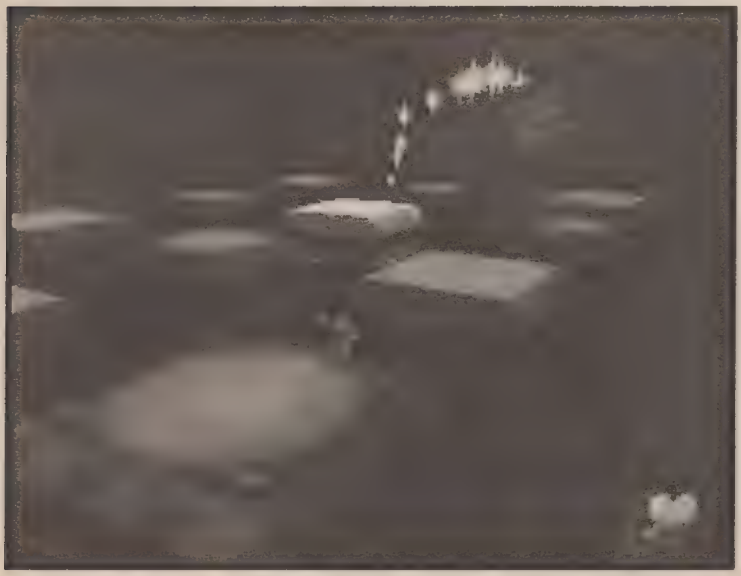
HIT
02
28

of 200 bananas using a couple of Kongs – ensure you use Tiny Kong to top up the total and open the door, as she's the only one who can take on the boss without dying all the time!

BOSS FIGHT
Croc-In-The-Box

Run over to the white flashing square and the floor will drop away to leave a large arena full of pillars. The boss will drop from the ceiling and start chasing you around the room! You'll have to jump between platforms, using your Pony Tail Twirl to get over the gaps safely to prevent him from bouncing his box on top of you. Eventually he'll stop moving – this is your chance to damage him. Two switches will appear around the arena, one on a blue square and one on a white square. Make a mental note of which colour he's standing on and then stomp on the switch of the same colour to hurt him; if you choose the wrong colour, you'll just end up hurting yourself!

Watch out for the fireballs that he throws at you to begin with as they will explode and knock you off into the abyss below, causing you damage. As



the fight progresses, he'll stop using fireballs and start shooting laser beams at you that cause a whole pillar to burn – don't be standing on one when it does! He'll also start moving around the arena faster and when he's one hit away from dying, he'll disappear entirely so you won't know where he is! Watch for his trail to stay out of his way and then finish him off for good. When he dies, you'll receive the third of K.Lumsy's cage keys – run back to Donkey Kong Island and give it to the poor fellow!

Go back outside and use the fourth Banana Port to warp back to the sandy beach, then jump into the first Banana Port to reach K.Lumsy's cave again. Use the key on his cage to open the third lock and then go back outside. The entrance to the fourth level is already open – swim under the water between the Banana Fairy Island and K.Rool's Island to locate an opening that you can go through. Surface on the other side and jump ashore, then go over to B.Locker and show him 30 of your Golden Bananas to make him move aside. Now head through the portal to enter the Gloomy Galleon stage.

LEVEL FOUR – GLOOMY GALLEON

Tiny Kong

Run down the passage, ignoring the first turning, to the Tag Barrel at the junction ahead. Jump in and change yourself into Diddy Kong, then go left past the Croc with the huge club and use your Peanut Popguns on the Peanut Switches to open the gate at the end. Return to the Tag Barrel and run back down the passage to the gate but before you go through it, stomp on the switch with Tiny's face on it to the left. This opens a grating in the sunken galleon to the left; go through the gate and swim over, passing through the opening before the timer runs out. Inside the galleon, swim through the hole in the wall and turn left to find a Banana Barrel leading to one of Tiny's mini-games.

06

Kremling Kosh

The only difference in this game from the last time is that you'll need to shoot a whole lot more enemies to win the game. Use your melon shooter to blast the Kremlings as they pop out of the barrels (remember that the red ones are worth double the points!) and clear them all out before the time limit runs out to win a Golden Banana!

Back in the galleon, return down the passage and dodge the TNT starfish before swimming back through the hole and up through the opening to leave the ship. Now swim straight across the mass of water into a narrow ravine – follow the path to the end to find Funky's Armory and a large cactus with five platforms on it. Each platform has a Musical pad on top of it, so find the one with Tiny's Saxophone on before using the Saxophone Slam. This opens a door in the side of the main galleon – you'll have to swim back through the water and enter the door before the time runs out again. Now follow the path to the cell area and turn left to find an open cell with another Golden Banana inside! Watch out for the annoying starfish when you try to collect it and then leave the cell, not forgetting to take a picture of the

Banana Fairy in the cell on the right before you exit the galleon by going back the way you came.

Swim to the deck of the galleon and use the Tag Barrel to change into Lanky Kong, then swim into the nearby crate to transform into Enguarde the Swordfish. Not only can you swim really fast but you can also hit the B button to dash forward, using your pointy nose as a weapon! Take a look up to see a DK Star hovering above the surface of the lake – you'll need to dive deep and then swim towards it at full speed so that you leap out of the water and fly through the Star to land back into the lake. Do this three times and the door to the DK treasure trove will open!

Now swim through the narrow underwater tunnel into the treasure trove and change back into Lanky Kong, using the Tag Barrel to change over to Tiny Kong once more. Collect the Purple Bananas in front of the chest and then jump up and use the Tiny barrel to activate your Mini Monkey skill. Once you're tiny, get back in the water and swim through the keyhole of the chest to get inside. There are five oysters here, each containing a pearl. Collect the Purple Coins around the base of the chest and then swim into each oyster as it opens to grab the five pearls. After you've grabbed them all, swim back out of the chest and leave the treasure trove area.

Swim left and go down the second ravine, back to where the Armory is. Dive deep to find a sunken submarine – use the Tiny barrel above it to shrink in size and then go around the back of the periscope and swim through the little opening to get inside. Dodge all the pufferfish and swim to the control panel at the far end to find a Banana Barrel hidden behind it; swim into it for another mini-game.

Big Bug Bash

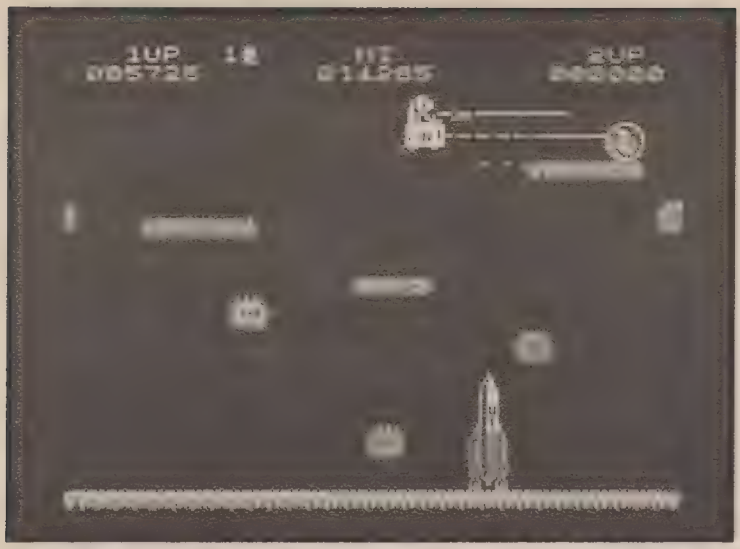
The game hasn't changed much – swat six flies with the Fly Swatter before the timer runs out. They're incredibly fast this time though, so keep your wits about you and swat like crazy to win the game! When you've done it, you'll get another Golden Banana – what a surprise!

Swim back up the periscope and leave the submarine, then cross the lake and jump back through the opening into the dry passage that you came from originally. Run back past the club-carrying Kremling and turn left, using Orange Bombs to blow up the barrels ahead of you. Jump into the barrel cannon and launch yourself up onto the highest platform above, turning around to face a set of vines. Swing across to the far side and then turn left, carefully crossing the planks for some bananas. Stop halfway and shoot the purple-haired waster with your Feather Bow, then jump across to the alcove and collect the Blueprint that he drops when he snuffs it!

Turn around, drop back down to the floor and run left, blowing up more barrels with your Orange Bombs, and go up to see Cranky Kong in his lab – if you've managed to collect 15 Banana Medals, you'll be able to try your hand at his new computer game. Time for more retro fun!

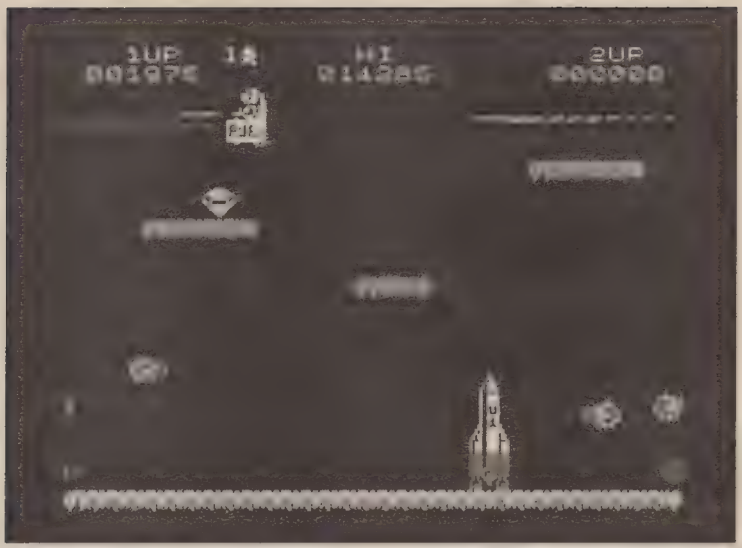
Jetpac, 1983!

Another classic Rare – okay, Ultimate – game, brought to life on the N64! Use the A button to activate your jet pack and B to fire your laser and blast the flying objects. Collect the pieces of your rocket and put it back together by flying over the base, then grab the fuel and power up the ship to take off to the next level while grabbing the bonus items. Once you've scored over 5000 points, the Rareware Coin will appear – collect it and then die to end the game and finish this visit to Cranky's Lab!



Leave the lab and jump back down to the floor, running back through to the cave passage and blasting any barrels with Orange Bombs. Use the Tag Barrel to change into Donkey Kong and then go left, following the signpost to the Lighthouse. Bash the Croc and shoot the Coconut Switches with your Coconut Shooter to open the gate. Return to the Tag Barrel and change back into Tiny Kong, then head through the gate you've just opened into a smaller lake area.

Drop into the water and swim down, past the pillar to the three pointy shells in the distance. Grab the Purple Coins and then use the Tiny barrel to shrink yourself down so that you can squeeze through the small hole in the central shell. Inside, you'll meet a rather unhappy mermaid who seems to have lost some of her pearls – luckily, you've already collected them, so hand them over and take the Golden Banana that she offers as a reward! Leave the shell and return to the surface – all that is left to do is to visit Snide's HQ to exchange the Blueprint you collected for another Golden Banana and you've finished Tiny's quest in this area! Use the Tag Barrel outside to change into Donkey Kong and move on!


1UP
HI
2UP

Donkey Kong

Swim across the lake to the Lighthouse and then locate the switch with Donkey Kong's face at the base of the ladder. Stomp down on it to open the gate above, then turn around and climb the ladder to enter the Lighthouse. Kill the big purple Crocs with Orange Bombs and then use the special Charge move on the dirt mound at the back to reveal a Multi-Coin. Go back around the front and climb the ladder, collecting the bananas and Orange Bombs before making your way up the platforms around the outside of the tower. Grab more bananas as you go and use the lift to reach the top and perform a massive backflip over the barrier to the roof. Run over and pull the lever to turn on the light and bring in the boat – when it arrives, a Golden Banana will appear at the bottom of the Lighthouse!

Carefully drop back down the platforms to the floor and collect the prize, then go back outside and jump on the pad with Donkey Kong's face on it to launch yourself up into another Barrel Blast game.

Barrel Blast

As before, use the target to shoot yourself between the barrels, collecting the bananas and coins as you go along. There are several routes you can take through this course – to get to the DK Star at the end, fire at the bottom barrel at the start and then the one on the right. You then need to follow the path to the revolving barrel, waiting until the third barrel comes round before you can carry on. Don't forget to collect all the bananas before you leave the level; if you miss any, you'll have to do it all over again!

Completing the Barrel Blast successfully releases the seal from his cage high above – he'll swim through the water and then head for the large lake, waiting for you at the end of the first ravine. Drop down into the water and swim over to the entrance, jumping on the crate to re-enter the passageway. Run straight across the junction to the lake area opposite and swim through the left-hand ravine on the right to reach Candy's Music Shop. Pop in to visit her and you'll be able to upgrade your Musical Instruments for a small fee. Now go back outside and have a chat with the seal sitting on the floating platform to the right. As a reward for freeing him, you'll receive a Golden

Banana! Once you've grabbed it, jump into the passage behind to enter the boat race!

Boating Bonanza

Take on the seal in a high-speed boating race – use the Z button to move your boat through the water and the analogue stick to steer. Hitting A makes you jump out of the water briefly. You'll have to get round two laps of the course and finish in first place, collecting ten coins as you go. Don't collide with the explosive boxes or you'll lose three coins, and make sure you steer through all of the slalom gates; if you miss five of them, the race will be over!

Swim back towards the main lake area, heading left into the second ravine and over to the musical cactus. Jump on Donkey Kong's Musical pad and play your Bongo Blast to open up the third door in the galleon – get back in the water and swim over to the opening before the timer expires and the door closes. Follow the passage to collect bananas and go left into the open cell; there's a Banana Barrel inside that will take you to another mini-game.

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Krazy Kong Klamour

The idea of the game is exactly the same as before – you need to shoot the Golden Bananas as they appear and avoid hitting the Kongs at the same time. Reload your melon launcher by firing at the melon block that is located in the centre and knock down 15 targets before the timer expires. Don't forget that hitting a Kong actually puts the total needed to win up by one!

Collect the Golden Banana and leave the cell, swimming back out of the boat to the main lake area. There's one more Golden Banana for Donkey Kong to collect – Snide's got it and he wants a Blueprint before he'll give it to you. Unfortunately, you can't get it yet; the yellow-haired goke carrying it is on top of the coin pile in the treasure trove area and can only be reached by Diddy Kong right now. Once Diddy completes the Banana Barrel mini-game at the top of pile though, a Banana Port will appear to allow Donkey Kong to reach the top. Remember this as you'll have to use the fourth Banana Port near the seal to warp over and kill the goke to get the Blueprint – once you have, visit Snide and pick up the last Golden

Banana! For now though, you'll have to use the Tag Barrel above the galleon to change into Diddy Kong!

Diddy Kong

First things first – lower the water with the switch on the side of the pillar underwater, then swim over to the alcove opposite and kill the red-haired thug to steal a Blueprint from him. Drop into the water again, then swim to the central island, jumping onto the block around the outside to reach the Jet Barrel on top. Activate the Jet Barrel and fly over to land on the deck of the boat floating around the lake – stomp down on the switch with Diddy's face on it to fire the cannon and launch a Golden Banana up onto the roof of the Lighthouse!

Jump into the water and return to the central island, collecting the Jet Barrel again before using it to fly up to the top of the Lighthouse. Collect the Golden Banana, then whip out your guitar and give it a quick blast. This

opens a grating in the other lake area and releases a giant metal fish! You'll have a short time limit to jump into the fifth Banana Port back through to the large lake and swim over to the fish, going into its mouth to reach the inside. Kill the wasp and jump onto one of the wooden boxes, then aim your Peanut Popguns at the large fan at the back of the room. Blast the targets behind the fan when it stops – you'll only be able to get one at a time and it takes three separate shots (not a flurry of peanuts) to destroy each one. To make matters worse, the room will begin to flood and shake as you do more damage, meaning that breaking all three before the time runs out is a really tough task! When you manage it, you'll get another Golden Banana for your troubles.

Once you're back in the water, swim right and go through the underwater passage into the treasure trove room. Climb up onto the right-hand coin pile to find a Diddy pad – hold Z to use your Simian Spring and fly up to the platform above. Dodge the yellow-haired brute and continue up the coin stack to reach another Diddy pad, using the Simian Spring again to mount the very top of the pile. Now jump into the Banana Barrel above using a massive backflip and you'll enter another of Diddy's mini-games.

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Stealthy Snoop

This time, the game is much harder because the Kremlings patrolling the maze have a much more unpredictable movement pattern and the maze is really complicated. The object is the same though – run through the passages and reach the finish line without being spotted by the searchlights. If you are seen, the game will end, but when you reach the end, you'll receive a Golden Banana! When you leave the barrel, the fourth Banana Port will appear just below you – now, didn't you have to come back here with Donkey Kong for something?

Drop back down to the water below and swim out of the treasure trove area. Head left into the second ravine and stand on the Musical pad on the cactus to play your guitar. Door number two on the galleon will open and a timer will start – quickly swim over and go through the opening before it closes up again. Follow the passage to collect some Red Bananas then swim to the end of the room and jump into the Banana Barrel without touching the pufferfish for another mini-game.

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Splish Splash Salvage

It's going to be more of a struggle to collect all the eight coins needed here to win the game – only seven of them are actually under the water! The eighth is hanging above the surface and can only be reached by crossing the vines around the outside. You'll need to grab the seven coins underwater (grab the two halfway down first before getting the ones at the bottom) before the vines will drop low enough for you to reach them. Time is tight, so be quick about it!

Collect the Golden Banana and then retrace your steps out of the galleon to return to the main lake. Use the fifth Banana Port to warp back to the Lighthouse area, then raise the water level and head over to the alcove holding Snide's HQ. Drop in to swap your Blueprint for a Golden Banana and then use the Tag Barrel outside to change into Lanky Kong.

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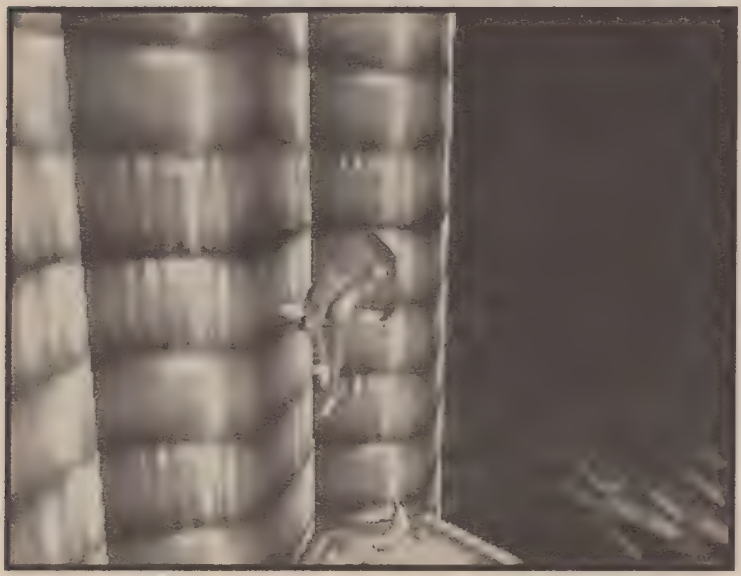

Lanky Kong

Drop off the ledge into the water below, raise the water level and swim to the bottom of the lake, collecting all the Blue Coins and bananas that are lying around. Now find the Enguarde crate and change into the swordfish – swim around the lake and bust open all the chests by pressing B to dash forward and stab them, but don't leap out of the water or go down the deep passage in the second ledge as this will automatically change you back into Lanky. The chest at the very bottom of the lake near the mermaid's house is special as it contains a Golden Banana! You won't be able to collect it until after you change back into Lanky though, so make sure you break open the wall with Enguarde's face on it before you do so.

When you go back to being Lanky Kong, swim down and collect the first Golden Banana, then climb out of the lake and return to the main passage. Go straight across the junction, use your Charge move to get rid of the clubbing Croc and then slam down on the switch with Lanky's face on the right to open the lower grating on the left-hand galleon. Quickly drop into the water and swim over, going through the opening before the time runs out. Inside, swim to the end and use the crate to change into Enguarde

again, then use his dash move to smash open all the chests. The furthest one from the door on the left hides a pipe that you can swim through to reach Lanky's next Golden Banana – break open all the other chests and then follow the pipe round to where the prize lies!

Once you've grabbed it, go back and leave the galleon then swim straight across the lake and use the Musical pad on the cactus in the second ravine to play your Trombone Tremor. This will open the fourth door in the side of the main galleon – quickly swim back to the lake and go inside the opening before the time runs out. Go down the passage into the Captain's room and grab all the bananas from around the outside, then snatch the Golden Banana from on top of the bed and leave the galleon again.

Now turn around and head for the treasure trove, swimming towards the coin stack on the left. Jump up onto the Lanky pad and press Z to use your Baboon Balloon to float up to the platforms above. Climb up the stack until you reach another Lanky pad, float up again and then use the third pad to reach the very top where a Banana Barrel waits.

Searchlight Seek

Another easy-looking game that's actually quite annoying. You've got to shoot all the Klaptraps with your melon shooter before the time runs out; the catch is that you've got to do it in the dark! There's only a small amount of light around the sights and the Klaptraps move about at random, so you'll need to try and guess where they're going to be. Once you've shot four of them, you'll get another Golden Banana!

Drop back down from the coin stack into the water and swim out of the treasure trove area, crossing the lake and climbing out into the passage before heading back towards the Tag Barrel. Jump into it and change into Chunky Kong, then run down towards the entrance portal and take the turning on the left. Shoot the two Pineapple Switches to open the gate, return to the Tag Barrel and change back into Lanky, then go through the new opening into the room beyond. Get up onto the wooden platform and kill the blue-haired brute to snatch the Blueprint before nipping back to the Lighthouse area and visiting Snide to exchange it for another Golden Banana! Now jump into the Tag Barrel outside and transform yourself into Chunky Kong.

Chunky Kong

Drop off into the water and lower the tide level by hitting the underwater switch, then go back to the main passage by using the crate as a platform to perform a massive backflip and get to the opening above. Go right at the junction and run down to the bottom, blasting the barrels with Orange Bombs and then step on the first Banana Port to return to the Lighthouse island. Stand on the block with the Jet Barrel on top and wait for the ship to float round – as it comes past, do a massive running jump and land on the deck. Move to the back of the boat and stomp down on the trapdoor to open it, dropping into the hold.

Run through the gauntlet of cannonballs to collect some bananas and then use your Primate Punch in order to knock down the gate. To claim the Golden Banana here, you'll have to use the Primate Punch on each of the turning barrels and hit the face on each one – the barrels will turn faster as you get progressively higher up the stack. The Golden Banana is in the highest barrel, so grab it once you have smashed it open; as soon as you do this, a severe bout of sea-sickness will take effect and all your controls will be reversed! Try to make it back past all the cannonballs without getting hurt too badly and then use the barrel cannon to return to the central island.

Run around the edge of the island and use the first Banana Port to warp back to dry land, jumping into the barrel cannon ahead when you arrive. Swing over the vines to the high ledge near where Cranky's Lab is, collect the Green Bananas on the right and then drop down, running ahead to kill a TNT Kremling with your Orange Bombs. Continue forward and use your Primate Punch on the large gate to access the room behind – stand on the pad to be transported to another Battle Arena.

More Kritter Karnage

To get out of this one alive and claim the Battle Crown, you'll have to bash your way through all the Kremlings that attack in groups of four. Keep pummelling them with your fists and steer clear of the edge to prevent being pushed off into the abyss below. Survive for the full time limit and you'll win the crown before being transported back to the room beneath Cranky's Lab.

Run out of the room and go right, smashing all the barrels with Orange Bombs and heading through the passage under the broken boat to collect some Green Bananas and Green Coins. At the end, you'll find a large chamber that has three big chests inside – these should pose absolutely no problem to someone of Chunky's size! Wind up and use your Primate Punch on each one to bust it open; one contains a Banana Fairy, the next has a pair of headphones and the last one holds a Golden Banana for you to grab!

Head back down the passage and go left, following the path and going straight across the junction towards the entrance portal. Go through the opening on the left, swimming inside to collect some more Green Coins and then jumping onto the wooden platform above. Kill the blue-haired brute, grab the cannonball from the end of the pier and then jump across to the other end, dropping the ball in the cannon. Get inside the cannon yourself to bring up the sights, a timer and three targets – you've only got six shots to hit the three targets before the clock runs out. Hit Z to fire and use the stick to move the sights; the first two targets are quite close but the third is a long way away so you'll need to take the arc of the cannonball into account when aiming. When you finally hit all three, another of Chunky's Golden Bananas will appear!

Grab it and drop into the water, swimming through the passage to the main tunnel again. Turn left at the junction and dash past the club-

wielding Kremling, then drop down into the lake and swim over to where the musical cactus is. There is no Musical pad here, but you'll want to jump onto the highest platform and take out the green-haired geek who's carrying another of Snide's Blueprints. Swim back down the ravine and use the fifth Banana Port on the floating platform to reach the Lighthouse area – go over to Snide's HQ and swap the Blueprint for a Golden Banana, then leave and drop into the water outside, hitting the switch on the base of the pillar in order to lower the water. Head over to the alcove that is opposite Snide's HQ and kill the brute there before using your Triangle Trample on the Musical pad. You'll now have to make a mad dash back to the large lake and swim down through the deck of the galleon; there's no time to raise the water level again and use the Banana Port on the central island!

Once inside the galleon, avoid the pufferfish and collect the three Green Coins before going into the Banana Barrel for another mini-game. Once you've completed the game, collect the Golden Banana and leave the galleon, then swim over to the other sunken ship on the right and check behind it. There's a portal leading to Troff N' Scoff here – make sure you've collected over 250 bananas in total and then go through and open the door to the next nasty boss!

Batty Barrel Bandit

Only one change to this relatively simple mini-game – you'll still have to match up the four bananas on the reels three times before the timer runs out to win the game, but the reels will speed up each time you successfully get it right. There's only 45 seconds to match them all up, so you can't really afford to miss more than twice!

BOSS FIGHT

Perilous Puffer

Only Lanky Kong can face this boss, but you will need to remember the skills that you learnt whilst you were racing through Donkey Kong's Boating Bonanza game as the whole battle takes place on water! As soon as the gigantic Pufferfish appears, hold Z to accelerate the boat while steering with the stick and use A to jump out of the water or R to turn sharply. Dodge the

fireballs that he spits at you and race through the DK Stars around the lake – each one successfully passed will raise an electrode from beneath the waves. You'll have a short time limit to reach the next star; this resets after you pass each one. When you've raised all five, they will create an electrical circuit and fry the fishy good!

However, there are problems that get worse every time you hurt him! For starters, his attacks get worse with every hit that he takes – he'll throw fireballs at you, then create shock waves across the water for you to jump, call fireballs down from the sky and even toss mini-pufferfish in your direction! Then there are the DK Stars themselves; not only do they get smaller each time, but the time limit you've got to reach each one will go down by five seconds for each successful attack! Talk about unfair! Once you've managed to hurt the boss five times, the fight will end and you will receive the fourth of K.Lumsy's keys – you need to go and take it to him quick!

Leave the chamber outside the entrance portal by swimming through the underwater passage, then return to K.Lumsy's cave by heading through the water. Go in and present him with the fourth key – he'll be so grateful, the rock sitting on a small island outside will explode! If you leave the cave and head for the island, you'll find a cannon sitting all alone. Jump into it to be thrown high up and land on a small floating piece of land with a shed on it. Go inside and show B.Locker another 50 Golden Bananas to move him aside, then go through the portal to enter the Fungi Forest.

LEVEL FIVE - FUNGI FOREST

Chunky Kong

Make sure you've changed into Chunky Kong using a Tag Barrel before you enter the level. Head right and shoot the wasp, then go down the small pink passage on the right. Go around the giant mushroom to the left and make your way around the back to find Cranky's Lab.

Once you've refused Cranky's offer to play the Jetpac game again, pay him another five coins and you'll receive the next of Chunky's skills. The Super Simian Slam is an upgraded version of the original move, only now you have the ability to slam down on the blue switches as well as the green ones. Lucky you!

Leave the lab and run around the mushroom again, jumping the small moat and going through the entrance in the side. Use the various ladders and platforms to climb up the inside of the mushroom until you reach a door leading back outside. Go through it and run around the ledge, then climb up the ladder to the next level. Run left past the Donkey pad, continue along the ledge and climb the ladder to the next level. Turn left and go back inside the mushroom through the opening, going right and climbing the ladders to get even higher. Kill the wasps as you go to avoid being thrown off the ledges and keep climbing and jumping gaps until you reach the very top – go through the opening to the outside and run around the wooden ledge to find the fifth Banana Port. Once it's active, you won't have to climb up all the ladders to get here any more!

Run around the ledge a bit more and stomp on the blue Chunky switch outside the wooden door – this opens the way back inside the mushroom. Go through into a small chamber with another Chunky switch on it; kill the incredibly speedy wasp and then stomp on the switch to activate the block puzzle on the wall ahead. To win the Golden Banana here, you'll have to shoot the blocks with your Pineapple Launcher and rotate the pictures until you complete the mug shot of Chunky again. Be quick, as there's a very strict time limit to beat! Grab the Golden Banana when it appears and then run back outside, using the fifth Banana Port to get to the bottom quickly.

Run left and go back down the pink passage to the starting area. Run over to the opposite corner of the clearing and use the tree stump to jump up into the top of the well. Collect the bananas there and then use your Simian Slam on the grating to drop down into the well itself and enter the minecart area.

Minecart Madness

This is much like Diddy Kong's minecart game, only much tougher. Use the same controls as before (A to jump, Up and Down on the stick to speed up and slow down, Left and Right on the stick to lean out of the cart) but this

time watch out for the falling obstacles. Crashing out or colliding with the TNT barrel behind you costs three coins and you'll need to hit the levers and jump to ring the bells if you want to open the locked gates ahead. To get the Golden Banana, you'll have to collect 50 coins and reach the end of the course safely – it's tough, so you might have a bit of trouble!

When you leave the minecart area, you'll find yourself in a new clearing with a huge barn lying dead ahead. Jump down from the well and run over to the barn, finding the door on the right with a huge crack in it. Bash it open with your Primate Punch and then go inside to reach a small room at the back of the barn. Run right around the barrier to find two crates that can be smashed open – one reveals a hole for Tiny to crawl through, the other hides a Musical pad. Play your Triangle Trample on it to start the waterwheel turning, which in turn starts the crusher going in another room.

Pick up the metal barrel and leave the barn, turning right and going around to find another entrance. Inside, drop the barrel on the conveyor belt and then move the other two barrels and place those on the belt too. Run right and smash the crate to reveal a Donkey Kong switch and then use the nearby Tag Barrel to change into Donkey Kong before hitting the switch to

open the cage by the door. Run into the cage and pull the levers in the right order – 2, 1, 1, 3, 2.

This starts the conveyor belt going and pushes all of the barrels into the crusher! Hit the switch again to open the gates and then change back into Chunky Kong, collecting the Golden Banana that has appeared in the centre of the room! Now leave the barn again and head down the blue passage on the right to return to the original clearing near the start. Use the cannon to launch yourself up the clock tower then shoot the moon switch to change the time from day to night. Drop down from the clocktower then head down the pink passage to find the giant mushroom. Jump over the moat and enter the massive mushroom, then climb the ladders to the vines about half way up. Swig across the vines to the door on the far side then splatter the blue-haired brute to steal the Blueprint he is carrying. Return across the vines and then continue to climb all the way to the top of the mushroom. Use the ladder that has opened near the Troff N' Scoff door to climb down to the platform below, where you'll find another Battle Arena.

Kamikaze Kremlings

This arena starts out as a bit of a toughy just because there are two brutes to take care of as well as a Kremling. Once you've taken out the first wave though, things get a little bit easier... but only a little bit! Try to keep to the centre of the arena to avoid being knocked off by the shock waves the brutes fire out and just keep bashing away until the time runs out to win another Battle Crown!

Once the battle is over, drop back to the floor around the mushroom and use the third Banana Port to return to the clearing at the start. Use the Tag Barrel near the well to change into Tiny Kong, then run over to the green archway and use your Feather Bow on the Feather Switches to open the gate. Return to the Tag Barrel and change back into Chunky Kong, going back to the green passage and shooting the two Pineapple Switches to open the next gate. Continue through the passage to the clearing at the end then run right, ignoring the apple and heading for Funky's Armory.

Funky's Armory

If you hand over five of your coins to Funky, he'll power-up all the Kongs' weapons. If you collect the red supply crates that are lying around the level, you'll be able to fire homing shots at any of the enemies. It's really handy for taking out those pesky wasps!

Leave the armory again and go over to the apple ahead – the worm who lives inside will ask you to take care of all the evil tomatoes who live around him. Run back to the armory and use the Chunky barrel to activate your Hunky Kong skill, then run back and use your Simian Slam to squash all the tomatoes. Now pick up the apple and carefully carry it back to the first clearing, running around the clock to the right and putting it down on the apple symbol on the ground. As a reward for helping out, you'll get another Golden Banana! Now all you have to do is visit Snide to exchange your Blueprint for a Golden Banana to have finished this level as Chunky – you can only get to him when it's daytime though, so remember to do it next time you're near the barn when the sun is up! Use the Tag Barrel near the well and transform yourself into Donkey Kong to progress through this level...

Donkey Kong

Run down the blue passage towards the barn and head to the left of it to find the Golden Banana that appeared when you activated the conveyor belt earlier on (you can only get to it at night). Now turn around and jump back across the moat, running up the slope and into the clearing that is surrounded by thorns. Use the Donkey barrel on the left of the barn to activate your Strong Kong skill, then run around to the back of the stable and stomp on the Donkey switch that can be found among the thorns to open the door. Go back around the front and then go inside, using your Charge move to get rid of the club-carrying Croc. Collect the coins that are in the trough, then smash the '?' crate on the right in order to reveal another switch. Stomp on it to lower the vines above, then use the ladder that is located on the left to climb up and reach the top level – you will then have to swing over and jump in the Banana Barrel at the end before the timer runs out.

Minecart Mayhem

The major difference here is that while you've still got to race around the track, using the stick to change lanes and the Z and B buttons to speed up and slow down, it's a lot tougher. Why? Because there are two TNT barrels to avoid now rather than just one! Concentrate on staying out of their way and try to guess what they're going to do next – if you're on a nearby track, they'll always move to intercept you. Whatever you do, don't get blown up! If you survive for the full time limit, you'll receive (wait for it...) a Golden Banana! Hoorah!

Once you land back in the stable, leave and run around the back of the thorny hedge to find a yellow-haired brute. Beat him up to collect the Blueprint he's carrying (don't forget to take this to Snide later when the sun is up!) and then run all the way over to the front of the barn and use the first Banana Port to warp back to the first clearing. Jump onto the third Banana Port nearby and warp to the front of the giant mushroom, going inside and turning around to face the wall behind you. Use the Tag Barrel to change into each of the Kongs in turn, shooting their relevant switches on the large spotted panel above the entrance. Once all five switches have been shot, a

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series of cannons will appear around the mushroom. Change back into Donkey Kong and stomp down on the Donkey switch to the left – this makes a Golden Banana appear at the very top of the mushroom but the time limit allowed to reach it makes getting there impossible on foot. Run around and jump into the first cannon instead and watch as Donkey Kong flies through the air, reaching the Golden Banana at the very top in record time!

Now use the fifth Banana Port to warp to the bottom of the mushroom again and go back inside, making your way up through the mushroom using the ladders and platforms. Halfway up, go outside again and follow the ledge to another ladder – collect the coins before using the Donkey pad to reach another Barrel Blast level.

Barrel Blast

This is quite a tricky version of the Barrel Blast game as there are many fast-moving barrels here and a couple of choices in the barrel you jump to. Make sure you choose the first barrel when presented with a choice to reach an even tougher section where, instead of aiming for barrels, you must shoot for a target that will then send you hurtling towards a barrel in the distance. At the far end is a Banana Barrel – shoot yourself into it to reach yet another mini-game!

Peril Path Panic

This game is virtually identical to the first time you played it, with a few minor differences. Not only do you have to save more fairies than last time, but they fly a bit faster and the Kremlings don't take as long to recover as they did before! Keep firing those melons and remember to reload by shooting the melon block in the middle. When you've saved all the fairies, you'll get a wonderful surprise. Can you guess what it might be? You've cleared this area as Donkey Kong now – when you return to the ledge around the outside of the mushroom, go back inside and drop to the floor then use the Tag Barrel to change into Lanky Kong.

Lanky Kong

Exit the mushroom and use the third Banana Port to get back to the first clearing, then go down the blue passage towards the barn. Use the Lanky pad on the right to float up to the rooftop and then find the opening in the side to enter the loft. Stomp on the Lanky switch in the middle to open a vent above and release a flock of Bats. Kill them all with your Grape Shooter (be careful, as they're tough to see through the darkness) and when they're all dead, the Golden Banana will appear!

Leave the loft, drop back down to the floor then go back down the blue passage to the first clearing. Jump in the cannon and fly up to the top of the clock, shooting the Sun Switch to change it back to daytime. Drop down and use the third Banana Port to go back to the giant mushroom then run over to the fifth Banana Port, using it to transport yourself to the very highest platform. Activate your Orangstand skill and climb the steep slope of the cap to the top – there's a Lanky switch on the top to push. Stomp on it to open two more doors in the cap; you'll have to slide back down and enter one of them quickly before the ten second timer runs out...

The first leads you into a small chamber that has five mushrooms inside it. They are all different colours and relate to each of the Kongs. Look at the picture on the wall to work out the order in which to stomp

them in – Yellow, Red, Purple, Green, Blue. Doing this will reveal another Banana Barrel in the centre of the room which you need to jump into.

Krazy Kong Klamour

This is one of the trickier versions of this game as you'll have to be really quick on the ball! You only need to shoot five bananas without hitting any of the Kongs, but the amount of time you get to spot each one and shoot it is incredibly short! Fire quickly and try to guess where the next one might be, but don't guess wrong or you'll just make things worse!

Collect the Golden Banana, then leave the room and head back up to the top of the mushroom. Stomp on the switch again and then leg it over to the other door in the side of the cap to find another small room that has some nasty wasps inside it. Use your Trombone Tremor to kill them and then bounce on either of the small mushrooms to fly up and go for the Golden Banana in the middle of the room. Leave the room and find the fifth Banana Port again, using it to transport yourself to the bottom of the clearing.

Run over the yellow arch and climb the mushroom that is in front of it – shoot the Grape Switch above to open the gate, then drop down and run down the passage to collect some bananas. Smash the blue-haired brute in the short tunnel through the tree stump ahead and nick his Blueprint (don't forget to take this to Snide when you pass the barn next time), then go left down the slope to collect some bananas and find a Musical pad. Play your Trombone Tremor on it and you'll wake up the snoozing rabbit on the right – it's time for an old-fashioned running race! Leg it round the course, passing through all the slalom gates and dodging any obstacles you come across – when you eventually beat the cheating bunny to the finish line, he'll con you and only offer a consolation prize of three Blue Coins! What a swizz!

If you want to get your hands on the Golden Banana, you'll need to race the rabbit again and beat him a second time – you won't be able to do this now though, so don't even try it! If you look hard enough, you might notice a Lanky barrel hanging in the air; you can't use it yet though as you haven't been given the right skill potion by Cranky. He won't part with it now so you'll have to grab it from him in the next level (Crystal Caves) and then come back to take the rabbit on at his own game! Once you finally manage to beat him again, you'll win the Golden Banana trophy. As you can't do

anything now though, run over to the Tag Barrel near the tree stump passage and change into Diddy Kong instead.

Diddy Kong

Run over to the fourth Banana Port to go back to the first clearing, then jump in the cannon and fly to the top of the clock before changing everything into night. Warp back using the fourth Banana Port again and then run through the tree stump passage to find a Musical pad. Play the guitar on it to call out the owl, then run left and grab the Jet Barrel from outside the Troff N' Scoff portal. If you fly back to where the owl is, he'll challenge you to follow him and fly through the rings that he drops. This is a tough challenge and will take you a couple of attempts, but if you can keep up with him, he'll make a Banana Barrel appear at the top of the tree – fly up and land in it for another mini-game!

Busy Barrel Barrage

The rules haven't really changed much since the last time you played this game, only now you're using Diddy Kong, it's harder because he's not as powerful! Blast all the Kremlings as they appear and try to stay alive until the timer runs out – eventually you'll receive the Golden Banana that you've deserved for ages!

Once the owl has gone back to sleep, run back to the fourth Banana Port and use it to teleport back to the first clearing, then jump in the third Banana Port to wind up in front of the giant mushroom. Run left, jumping over the moat towards the bouncing mushroom – jump on it and fly up to grab some bananas before landing in the Jet Barrel above. Use the Jet Barrel to boost high up to the top of the mushroom but don't land – instead, fly high above the middle to find another Banana Barrel hovering above.

Teetering Turtle Trouble

The only problems here are that compared to the last time you played this, you'll need to be twice as good! The time limit to keep the turtles spinning is

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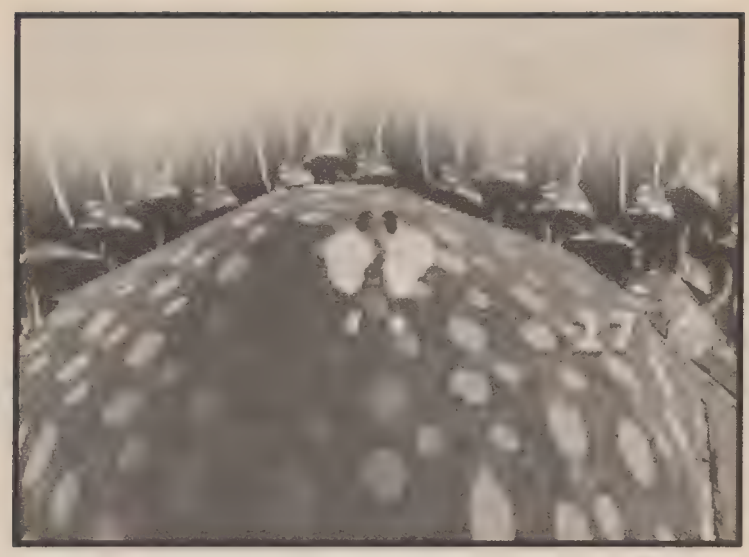
now longer and the snakes ask for help more often – this means you'll need to fire and reload practically all of the time! Blast the melon block in the centre to reload and keep going until the time is up – you'll get another Golden Banana as a prize!

Once you've landed on the top of the mushroom and collected your prize, use the fifth Banana Port to transport back to the bottom and run down the pink passage to the first clearing. Use the cannon to reach the top of the clock and change everything to night, then head through the blue passage opposite. Bomb the big Croc and go left around the barn, climbing the rope up to the roof. Jump onto the highest level and stomp on the Diddy switch to open the door below – go inside and shoot the switch marked 'ON' high up, then use a Chimpy Charge on the Up switch to winch up the cage. Go back outside and drop to the floor, running over to the thorny bushes and using your guitar on the Musical pad there. This blows the cage open; now all you have to do is run back and collect the Golden Banana that has been revealed!

Run around the large barn to the small barn at the back. Climb the boxes on the left for some bananas and then use the Diddy pad to activate your



Simian Spring and reach the opening above. Inside the darkened barn, play your guitar on the Musical pad to call down Squawk with a torch, then make your way across the beams. Go right and use the plank to move down a level, then left and down the second plank you come across. Continue along the path to the end and grab the Golden Banana and take a picture of the Banana Fairy who appears behind you. Don't worry about making it back safely – just fall into the darkness below and you'll be sent back to the start!

Leave the barn and run all the way back to the first clearing, using the third Banana Port to reach the entrance of the giant mushroom. Go inside and climb the ladders and platforms until you reach the first vine level; you'll find a big red-haired brute here for you to beat up. Bash him in the face and grab his Blueprint, then drop back down to the floor level and use the Tag Barrel to change into Tiny Kong.

Tiny Kong

Before you leave the mushroom, go over to the Tiny switch at the side and stomp down on it using your Simian Slam. This creates a Banana Barrel halfway up the side of the mushroom – there is a time limit to reach it so you will have to climb the slope on the right quickly and race up the ladder, jump left and then cross to the next ladder before going left again to the barrel.

Speedy Swing Sortie

Use the mushroom to bounce up into the treetops and then swing around on the vines while collecting coins along the way. You'll have to collect 14 coins before the timer runs out – if you run out of vines, you'll have to use your Pony Tail Twirl to glide between the tops of the palm trees and avoid landing back on the ground. If you do mess up, you'll never be able to complete the task in time and win the lovely Golden Banana!

Grab the Golden Banana when you reappear inside the mushroom and then continue your ascent up the inside until you reach the door halfway up. Just to the left is a wide platform full of Purple Coins, as well as a purple-haired brute. Give him a good kicking and nick his Blueprint, then carefully get back down to the floor around the outside of the mushroom and head back down the pink passage to the first clearing.

Run down the blue passage towards the barn and go left around the side to find another Tiny barrel near the pulley. Use it to shrink down in size and then run through the hole to get back into the rear of the barn. Collect all the bananas and then run over to the boxes, climbing up and entering the opening with the crescent moon above it. You'll end up in the lair of a giant spider! To kill this massive monster, you'll have to take care of all the baby spiders and dodge the shots that the big one fires at you then whip out your Feather Bow and blast him right in the eye when he wakes up! Shoot him every time you get a chance and eventually he'll drop to the floor and shrink. Give him one last smack to finish him off and the Golden Banana will appear!

Run over to collect it and then leave the lair through the opening you came in through. Drop down off the crates and go left, using the Tiny barrel on the boxes to shrink again. Duck through the small opening to the side to

get back outside then run back down the blue passage to reach the first clearing. Jump on the fourth Banana Port to warp over to the tree stump passage, then go straight ahead and run behind the other tree stump to find a Tiny barrel. Use it to shrink in size, then jump on the Musical pad and play your Saxophone Slam to call down Squawk. He'll pick you up and take you to the top of the stump, dropping you next to a hole – leap into it and kill all the purple Crocs with your Orange Bombs, jumping between the platforms with your Pony Tail Twirl and grabbing the Golden Banana when it appears.

Use the cannon to fly back up and land on the Musical pad, then run back and use the fourth Banana Port to warp back to the start of the level. Change into Chunky Kong using the Tag Barrel near the well, then fly up to the top of the clock with the cannon and change everything to daytime. Leg it down the green passage and go left towards the mound of soil at the end to make a giant plant grow. Return to where you killed all the tomatoes and use the Tag Barrel to change into Tiny Kong again, then run over to the plant and jump into the Tiny barrel on the right to shrink in size. Now stand on the Musical pad in front of the plant – if you play your Saxophone Slam, you'll call down Squawk once more and he'll carry you to the top to collect Tiny's last Golden Banana!

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Now find yourself a Troff N' Scoff portal and warp yourself into their area. You'll have to feed them a total of 300 bananas to open the door to the next boss, so make sure you've collected all of the bananas for at least two of the Kongs from the Fungi Forest! When the door opens, use the Tag Barrel to change into Chunky Kong and go through to meet the fifth of K.Rool's evil minions!

BOSS FIGHT

Dragon Fly MkII

The nasty boss from the second level is back, and this time he's angry! This fight is incredibly tough, simply because the boss is really fast and Chunky Kong is so slow! The fight begins as it did before, with the Dragon Fly flying around and shooting fireballs at you. Dodge these and wait until he stops to take a breather, then dash forward and grab the TNT barrel before lobbing it at him to knock him into the lava. Watch out for his shock wave attack while you're doing this – if it hits you while you're carrying a TNT barrel, you'll be the one that gets hurt!

After you've dealt him some punishment, he'll charge himself up and blast out a massive wall of flame right towards you! Run back and hang off the edge of the platform to avoid it, then jump back up and pummel him with another TNT barrel. Now watch him land on the platform again, jumping up and down on it and forcing it to start sinking into the lava! You've only got a short time now in which to finish him off – if you take too long, you'll drown (or fry) in the lava below. Continue to dodge his fireballs and then wait until he stops to taunt you before throwing a TNT barrel at him. This stuns him long enough for you to jump into the Chunky barrel that appears over the pad in front of you and activate your Hunky Kong skill – now you're just as big as him! Run over and lay into him with some serious slaps; use a couple of Primate Punches first and then give him a few more little digs before you change back to your regular size. Once you've beaten him to death several times, you'll finish him off with a massive punch that sends him into the wall and then sink into the lava – well done! You'll get another of K.Lumsy's keys to open another lock on his cage!

As you might guess, the next port of call is K.Lumsy's cage – give him the fifth key and he'll happily open the way through into the next level for you. It's located deep inside the Kong head of Donkey Kong Island – use the second Banana Port on the beach to reach the top of the mountain before changing into Tiny Kong with the Tag Barrel inside the Angry Aztec entrance. Now run back outside and around the corner, using the Pony Tail Twirl to float over to the small outcrop on the right. To move B.Locker out of the way, you will need to show him 65 of your Golden Bananas – use the Tag Barrel to change into Tiny Kong and go through the portal and enter the Crystal Caves!

LEVEL SIX - CRYSTAL CAVES

Tiny Kong

Run right out of Snide's cave and jump over the river to the opposite bank. Turn right and run back up the rocky path to the top, then cross the plank and pay a visit to Cranky's Lab. Rumour has it that he's cooked up a little something for Tiny...

Monkeyport

The last of Tiny's skill potions can be yours for just seven Purple coins. The Monkeyport lets you stand on the Tiny pads and press Z – when you do, you'll be transported to another totally different location! Handy for those times where there just isn't a Banana Port anywhere!

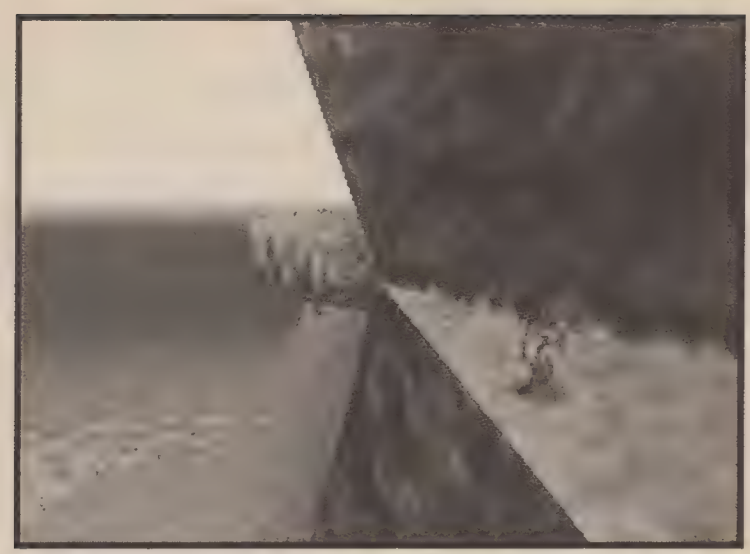
Leave the lab, use the Tag Barrel outside to change into Diddy Kong and then look to the left of the lab to find a Jet Barrel. Jump into it and drop down, flying through the arch below to find a giant igloo; fly over and through the DK Star above to make some Musical pads appear outside the igloo entrances below. Fly over to the Tag Barrel nearby and change back into Tiny Kong, then swim back through the arch and immediately jump onto the bank on the right. You'll find a Tiny barrel just up ahead – use it to shrink in size and then dash through the small opening on the right, jumping into the Banana Barrel that's hiding in the cave beyond.

Krazy Kong Klamour

As before, the amount of time you've got to aim and shoot at each banana is incredibly limited. You'll have to be sharp and make snap judgements about where it's going to be. Don't hit the Kongs with your melon shooter or you'll just make matters worse; don't forget to reload by shooting the melon block in the middle either!

Once you've won the game and collected the Golden Banana, use the third Banana Port that appears to warp over to the giant igloo. Drop into the water on the left to collect some coins, then swim over to the Tiny pad on the floating island. Hit the Z button to teleport to a high ledge – kill the massive club-wielding Kremling and use your Charge move on the dirt mound to reveal another Multi-Coin before using the pad to warp back to the igloo area. Head for the central island and play the Saxophone Slam on the Musical pad to open the entrance to the igloo.

Go inside and kill the clubbing Croc, then stomp on the pad in the middle. The door will close and the pad will start to move – you'll now have 30 seconds to stomp on the pad three more times to make a Golden Banana



appear. Be careful of the Croc that will reappear and try to stay ahead of the pad as it moves; every time you hit it, the target will shrink in size! If you fail, you'll have to leave the igloo and start all over again...

Grab the Golden Banana when it appears and then take a photo of the Banana Fairy above before leaving the igloo again. Use the first Banana Port to warp back to the start of the level, then jump in the second Banana Port and warp over to the lodge area. Turn around and climb the slope to find a purple-haired brute – bash him and then nick his Blueprint to take to Snide later on. Turn back and jump off the ledge to the floor below and run past Candy's Music Shop to the main complex. Climb up to the second floor and use your Saxophone Slam to open the right-hand door. Go inside and use your Orange Bombs to kill all of the purple Crocs, then jump over the gaps and collect the Purple Bananas before grabbing the Golden Banana! Now leave the lodge once more and return outside.

Drop down into the water on the left and make your way back towards the start. Jump onto the left-hand bank and climb the blocks to the top level. Jump left to the floor and climb the next set of blocks to the ledge near Funky's Armory. Follow the ledge and jump over to the small platform on the right, using the Tiny barrel to activate your Mini Monkey skill. Use the Pony Tail Twirl to fly back to the main ledge and run through the small opening on

the right. Head inside and jump on the Tiny pad, hitting Z to teleport back to the igloo area. There will be a Golden Banana right in front of you – grab it and then warp back, using the Tiny barrel to get back outside. Head back towards the Banana Ports at the start, then use the Tag Barrel nearby to change into Chunky Kong. Run along the path and use Chunky's Primate Punch to smash down the ice wall on the right – inside, you'll find Snide's HQ! Use the Tag Barrel outside to change back into Tiny Kong, then go in and give him the Blueprint to receive Tiny's last Golden Banana in this area! Go back outside the HQ once more and use the Tag Barrel again to change into Diddy Kong.

Diddy Kong

Turn right outside Snide's cave and jump across the river, then go right and follow the slope before jumping across the rock platforms to the ice wall at the top. Head right and cross the plank until you get to the far side where Cranky's Lab is. Drop to the left into the water, then swim through the arch and head over to the giant igloo.

Run around the outside and locate Diddy's Musical pad – stand on it and play the guitar to open the gate, then go inside the igloo. The door will lock behind you and you'll now have to smash all of the barrels in the right order. Pick them up to reveal the number on the pads underneath; if it's not the next number in sequence, another barrel will appear in its place. When you've smashed all six barrels correctly, a Golden Banana will fall from the ceiling. Grab it and then run outside to leave the igloo. Dive back into the water and go under the arch, turning left and swimming all the way to the large pool at the end of the river.

Turn right and swim under the waterfall towards an icy lodge – jump onto the bank on the left and shoot the wasp flying above. Now climb the blocks to reach the second floor of the lodge and play your Guitar Gazump on the first Musical pad. Run into the lodge through the open door, watching as it closes behind you again. Now run around the back of the central block and jump into the Jet Barrel to activate your boosters, fly up and across the central platform (without landing) to disturb the barrel Crocs there. Take out one of the two big pink Crocs at the front of the room, then use their platforms to stand on and throw Orange Bombs at the barrel Crocs in the centre and blow them all up. Now jump over to the middle and kill the remaining big pink Croc and two smaller Crocs with more Orange Bombs.

There's a really tight time limit and it isn't easy – when you manage it though, a Golden Banana will appear for you to grab.

Run out of the lodge and use the crate around to the left to reach the third floor. Use the Guitar Gazump to open the next door and go inside again, using your special Charge move to kill the two club-carrying Crocs at the end of the room. This makes a Diddy pad appear at the base of one of the candles – use it to activate your Simian Spring and fly up to the Jet Barrel on the left. Now fly up to the top of the three candles and hover over each one to light the flame; when all three candles are lit, the Golden Banana will rise up from beneath the grating in the centre. Collect it and then leave the lodge once more.

Turn right and run over past Candy's Music Shop to find another Jet Barrel – jump into it and fly back past the lodge towards the waterfall to find a Banana Barrel high above. Fly into it to reach another mini-game.

Mad Maze Maul

It's a simple enough task – run around the maze and kill all the enemies you find along the way before making it to the finish line. Of course, when all the enemies are big brutes that take several hits and they run away from you when you approach them, you know it isn't going to be easy! There's just enough time to kill everyone and reach the end – when you do, another Golden Banana will be yours!

Now that you've got the Golden Banana, jet through the waterfall and head for the ice castle. There's a remote pillar nearby with a blue-haired brute on it – land and beat him up, then activate the fifth Banana Port so that Lanky can come here later and get his Blueprint! Speaking of Blueprints, it's time to collect Diddy's and go for his last Golden Banana. Drop into the water and swim over to the bank, jumping out and running all the way back up to Cranky's Lab. Jump into the Jet Barrel on the left and then turn around, flying over to the isolated fourth Banana Port on a pillar in the middle of the river. Land on it and warp through to the other side, then kill the red-haired brute and collect the Blueprint he was carrying. Warp back and drop into the water, then swim to the bank near the start and pay a visit to Snide to exchange the Blueprint for another Golden Banana! Now leave the HQ and use the Tag Barrel outside to change into Chunky Kong.

Chunky Kong

As soon as you leave Snide's cave, turn right and run to the steep slope at the end, then cross the river to the opposite bank and run up the path to the right. Smash the ice wall on the left using your Primate Punch, then turn around and cross the plank over to where Cranky's Lab is. Go inside and have a chat with Cranky to see if he can do anything for you.

For just seven of your Green Coins, you can buy the next skill potion. The Gorilla Gone move allows you to use the Chunky pads to turn invisible – hit the Z button to disappear from sight! Handy for when you want to get past those irritating monsters!

Turn right when you leave the lab and look down to see the steep slope you passed earlier – slide down it and collect all the Green Coins, then run back down the path and turn left to find an ice wall on the right. Use your Primate Punch to smash it down, then go inside and stand on the Chunky pad, hitting Z to activate your new Gorilla Gone skill. This makes a Golden Banana appear behind you – turn around and grab it, but don't make yourself visible again or it will vanish!

Leave the cave and go back to the left, turning left again and dropping off the cliff into the water below. Swim right and go under the waterfall to find the icy lodge again – stand on the Musical pad outside the door on the right and play your Triangle Trample to open it. Go inside and stand perfectly still; you don't want to mess up as soon as you arrive! Move carefully around the room, avoiding the moving spotlights, and use your Simian Slam on the three targets dotted around the room to make a Chunky Pad appear at the back of the room. Now use the pad to activate your Gorilla Gone skill and run over to the Banana Barrel in the middle to enter another mini-game.

Searchlight Seek

Once again, the game gets even tougher – you've now got to shoot eight of the annoying Klaptraps in the dark before the timer runs out and they move even faster than ever before! Try to keep ahead of them and fire so that they run into the melon; if you manage it, you'll get another of Chunky's Golden Bananas.

Leave the lodge and follow the path right, past Candy's Music Shop and climb the stack of rocks at the end. Watch out for the wasp above and run along the rocky walkway past some more log cabins to activate the second Banana Port, then drop back into the water and swim past the waterfall again. Turn left and keep swimming until you reach a large pool at the end. Turn right and head under the arch towards the giant igloo. Climb up and use big backflips to get onto the roof, then beat up the green-haired brute on top and snatch his Blueprint before he can stop you.

Drop down to the ledge around the outside and find Chunky's Musical pad – play the Triangle Trample on it and go inside once the gate opens. Be ready to attack as soon as the gate closes behind you; the object here is to

knock out all the flames and prevent them from reaching the TNT barrel in the middle until the time runs out. Keep punching until the end and the Golden Banana will appear – grab it and then go through the door to leave the igloo again.

Swim back through the water until you get back near the start of the level. Jump onto the right-hand bank and follow the path, killing the club-wielding Croc with a Charge punch and smashing the ice wall on the right. Grab the bananas and coins, then go in and see Snide to exchange your Blueprint for a Golden Banana. Leave the HQ again and exit the cave, turning right and jumping the river to the opposite bank. Climb the blocks on the left and you'll reach an ice castle – go left around it and cross another bridge, then pick up the rock and walk carefully over the plank before placing the boulder on the switch at the end.

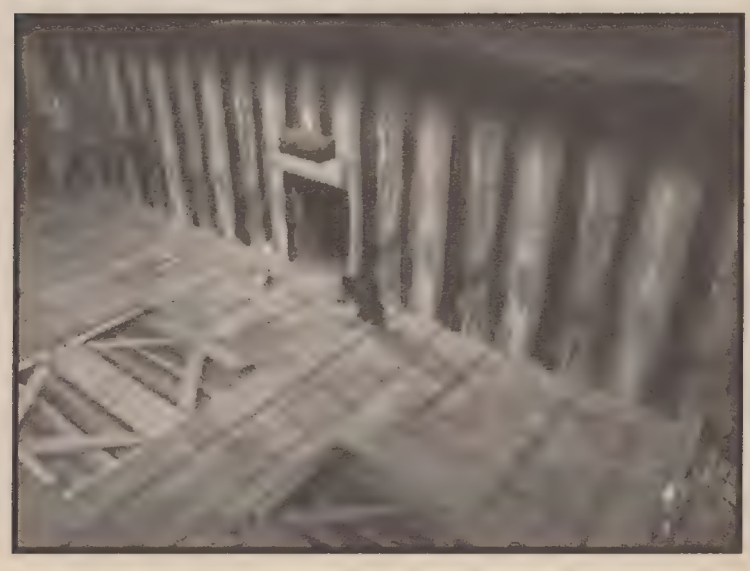
This will smash some ice further back through the level; turn around and run back to the stack of rocks, running up the slope towards Cranky's Lab and smashing through the ice wall on the left. The rock inside is huge so you'll have to use the Chunky barrel at the back of the room to activate the Hunky Kong before picking it up. Place it on the moving boulder switch to smash some more ice near the giant igloo and reveal another Golden Banana! Leave the cave and drop down into the water below, swimming left

and heading for the island on the right to collect your prize! Now swim left again and jump onto the island ahead, using the Tag Barrel to transform into Donkey Kong.

Donkey Kong

Swim back over to the igloo and find Donkey Kong's Musical pad. Play the Bongo Blast to open the door and go inside the igloo once more. Kill the two club-carrying Crocs with your Charge move and then carefully enter the ice maze in the centre. It'll start moving around as soon as you go inside – whatever you do, don't touch the sides as doing so loses you a whole melon from your health! To make progress through the maze, you'll need to dodge in and out of the spikes when the structure turns anti-clockwise and then run with the maze as the whole thing goes clockwise again. When you eventually reach the middle, you'll find a Golden Banana – grab it and then kill yourself (!) to wind up back near the door so you can leave the igloo.

Use the first Banana Port to warp over to the start of the stage, then cross to the opposite bank of the river and follow the path up to Cranky's Lab.



Before you get there, you'll find a Donkey pad on the walkway leading to the lab – jump on it and hit Z to fly up into another Barrel Blast mini-game.

Barrel Blast

There's a whole multitude of paths to take through this stage, so make sure you explore every route in order to collect all the bananas on the way. There are three routes from the start, so completing the level three times will ensure you collect everything. If you take the left-hand barrel at the very start, you'll reach a Banana Barrel at the very end of the course – jump into it and you'll be transported to another mini-game.

Busy Barrel Barrage

Once again, the game gets tougher – you'll have to use your Coconut Shooter to blast away the hordes of Crocs that attack you (there are six to contend with this time!). The time limit is longer as well, so try to keep the enemies under control to survive until the end. When you do, another Golden Banana will be yours!

Head back down the cliff towards the start of the level, drop into the water and swim right to find the icy lodge again behind the waterfall. Collect the bananas and stand on the Musical pad outside the bottom-left door before playing your Bongo Blast. Go through the door and collect the Homing ammo on the right, then blast all of the wasps with your Coconut Shooter. When they are all dead, the Golden Banana will appear for you to collect – grab it and leave the lodge, running left past Candy's Music Shop. Climb the blocks up to the ledge above and then follow the walkway along to the lodge on the right. Play the Bongo Blast again to open the door and go inside.

There's a Golden Banana high above but if you want it you're going to have to work for it! Each wall has a set of four tiles on it, as well as two switches allowing you to rotate the room to the left or right. To win the prize, you need to match up the pairs of colours by stomping on the switches and revealing pictures. The quickest (and only) way to match up all the tiles before the timer runs out is to follow this pattern, starting on the left-hand wall – make sure you've turned the room so that you're on the level with the Battle Arena pad before you start. The correct sequence is Yellow, Yellow, Blue, (turn right), Blue, Brown, (turn right), Brown, Purple, Purple, Green, (turn left), Green, Red, (turn left), Red.

The time is tight, but it is possible! When all the tiles are slammed, the Golden Banana will drop for you to collect – grab it and then step on the Battle Arena pad to have a chance for another Golden Battle Crown!

Plinth Panic

One of the toughest Battle Arenas ever! Try to stay in the middle of the rings and take on all the brutes and Crocs at once – don't face one enemy, but rather keep them all in front of you so that your punches do damage to all of them! You'll have to survive for a massive amount of time but when you finally succeed, another Battle Crown is yours!

Exit the lodge again and drop off the cliff into the water, passing under the waterfall and jumping out onto the left-hand bank. Turn left and climb the blocks to the ledge above, running past the castle and along the right-hand plank to find a yellow-haired brute. Bash him and grab his Blueprint, then go back past the castle and drop down to the floor on the left. Now return to the start of the level and go past the two Banana Ports to find Snide's HQ on the right. Once you've got the Golden Banana from him in exchange

for the Blueprint, use the Tag Barrel outside his HQ in order to change yourself into Lanky Kong.

Lanky Kong

Leave the cave and jump over the river, turning right and running up the slope to the top. Turn right again and cross the plank towards Cranky's Lab – if you go inside, he might have something nice for you...

Orangstand Sprint

Hand over seven Blue Coins and Cranky will offer you the next of Lanky's skill potions. This is a handy one – the Orangstand Sprint lets you jump into Lanky barrels and turn into a monkey version of Linford Christie! It uses Crystal Coconuts like there's no tomorrow though, so watch out... Now, wasn't there a cheeky rabbit who needs to be taught a lesson somewhere?

Turn right and drop down again, then run over to the first Banana Port and use it to warp over to the giant igloo. Step on the Musical pad and play the Trombone Tremor to open the gate, then go inside the igloo again. Kill the beavers and Crocs that attack to make a Lanky pad appear on a small ledge. Use it to float up to the higher ledges, then jump higher and higher before using the next Lanky pad to reach the Golden Banana at the very top of the structure.

Drop back down and leave the igloo, using the first Banana Port to warp back to the start. Jump onto the second Banana Port and warp over to the icy lodge area, running right and crossing the plank to find a Lanky pad on the right. Float up to the roof and play your Trombone Tremor on the Musical pad to open the door – drop down and run inside the lodge. Kill the two clubbing Crocs with your Charge move and then hit the Lanky pad to float up to the Lanky barrel above. Now run to the switch at the end and quickly leg it back to collect the Golden Banana near the door before the incredibly short time limit runs out!

Leave the lodge and run back over past Candy's Music Shop to the main complex. Climb all the way up to the third floor and use the fifth Banana Port to warp over to the remote island – quickly kill the blue-haired brute and steal his Blueprint before warping back to the lodge. Swim through the

water and climb out onto the left-hand bank, running left and climbing the blocks towards the ice castle. Stomp down on the switch to the right to open the roof of the tower above and start a timer. Run to the back and use the Lanky pad to float up to the battlements, then use another Lanky pad to reach the top of the tower. Drop inside and you'll enter another of Lanky's mini-games!

Speed Skating

It's the Scarab Beetle from the Angry Aztec stage! He's up for another race and there's yet another Golden Banana at stake! Race forwards and then jump into the Lanky barrel to activate your Orangstand Sprint – you'll have to get it first time or the beetle will get too far ahead of you. Now run down the passage and collect the coins as you go, dropping down the hole into the slide. Holding Up on the stick speeds you up while pulling Down hits the brakes and A makes you jump. To win the Golden Banana, you'll need to collect 50 coins and beat the beetle to the bottom without dying; it's quite tough, but you'll get a Golden Banana if you can beat him this time! Our tip is to stay behind him all the way down and grab all the coins, then take him at the end – he's not very good at running, you see...

When you arrive back outside the castle, run around and stomp the Lanky switch in front of the gate to open the way inside again. Go through into the chamber beyond to find a bored-looking ice cube. He'll challenge you to play his little game – use your Simian Slam to stomp the tiles and change as many of them into DK symbols as you can, but watch out because he'll hop around and change any tile he lands on into a K.Rool symbol! If you've got more tiles than he has by the end of the time limit, you win the Golden Banana! The best tactic is to only stomp on his red tiles, ignoring the blank ones; do this and you'll always be one step ahead of him. Don't stomp on your own tiles or you'll change them back into red ones!

With another Golden Banana firmly in hand, run down the slope from the castle and head towards the two Banana Ports at the start of the level. Turn left and go over to Snide's HQ, swapping the Blueprint for another Golden Banana! This area is now cleared of all of the Kongs so it's time to get the sixth of K.Lumsy's keys. Go in and see Troff N' Scoff, feeding them 350 bananas to open the way forwards. You'll have to change into Donkey Kong using the Tag Barrel before you can go through the gate and face another Boss nightmare!

BOSS FIGHT

Armydillo MkII

Another of the earlier bosses is back for a rematch, and now he's been made even more powerful thanks to several Kremling modifications! The fight starts as normal, with the Armydillo firing out huge fireballs for you to avoid. Dodge left and right to stay out of their way, then pick up the TNT barrel and lob it towards him when he stops to laugh at you. Watch out for him curling up into a ball – when he does, run around to avoid him and then use the same tactic with the TNT barrel to blast him some more.

After you've caused him some damage, he'll get a bit miffed and try a different attack by whipping out some booster rockets. When he flies up, be ready to jump – as he drops, the ground shakes and a massive shock wave comes out! Leap over it and then dodge the next attack he uses (it is random so be prepared for anything!) before smacking him with another TNT barrel. Continue using these tactics until the Armydillo gets really angry and goes for the big guns... and we mean big! The huge gun barrel on his back can be used in a few ways – first, he'll fly into the air and hurl out a whole load of

fireballs that you'll have to avoid as they come down. Keep moving until they stop and then watch out for the big rocket that will come flying towards you. Take the pain and then quickly dash forward and lay one on him with the TNT barrel to blow him up once and for all! Grab the key that he leaves behind – can you guess where you've got to take it?

With the sixth key in hand, go back to K.Lumsy and unlock the next lock of his cage. Now leave the cave and swim left through the water to reach a huge cannon on a distant island. If you jump into it, you'll be shot high into the air and pass through a pipe into a small chamber above. This is the final main area of the game – run over and show B.Locker 80 of your Golden Bananas to make him move aside and then dash through the portal into the Creepy Castle!

LEVEL SEVEN - CREEPY CASTLE

Donkey Kong

Walk carefully across the plank, collecting bananas as you go, then climb the stairs on the right-hand side and run around the back of the big tree. There's a Barrel Blast pad hiding here, so jump on it and hit Z to be transported up into the skies!

Barrel Blast

As you'd expect, this is quite a tough stage. You'll need to aim for the barrels as they whizz past and hit all of the rings as you move along the course. Collect all the coins in front of the barrels and when you get near the end, the DK Star will appear for you to fly through. If you don't get all four of the rings, it won't be there! Flying through the star opens the gate in the base of the tree behind you.

Go into the tree and shoot the Coconut Switch with your gun to open the way to the right. Beat up the yellow-haired brute to get the next Blueprint, then drop down the hole to land in the water below. Grab the Crystal Coconuts and follow the stream until you reach a floating island. Jump on it for some more bananas and then whip out your camera and take a picture of the Banana Fairy hovering above you. Now swim down the passage to the right to leave this aquatic area.

Jump out of the pond and climb the stairs again, continuing down the path for some more bananas. Cross the moving platforms and climb the steps at the end of the path, ignoring the entrance on the right and crossing some more sliding ledges. Follow the line of bananas up the ladder and go right, killing the skeletal Crocs as you go. Make sure you activate all five Banana Ports around the lake, then turn around to cross the wooden bridge and keep following the trail of bananas past the blue-haired brute, jumping the next set of moving ledges. Grab the coins on the right and keep going up the wooden platforms until you reach the very top, where you'll find Cranky's Lab.

Super Duper Simian Slam

Give Cranky another seven coins for the next skill potion. Guess what? It's another upgrade of your Simian Slam move. The Super Duper Simian Slam allows you to smash down on the red switches dotted throughout the level – well, how exciting that is...

Leave the lab and continue up the path around the outside, leaping up the platforms and crossing the moving ledges until you pass several switches with other Kongs' faces on. The last you'll reach (miles after the ominous-looking cloud outside the library) will be a Donkey Kong switch – stomp on it and then run back to the library, jumping over the cloud and through the door before the time runs out.

Run ahead through the first door and turn left, following the passage to the very top. A door will slam shut behind you and you'll have to deal with the hordes of enemies that come for you. When they're all dead, another switch will appear on the books in the middle – stomp on it to open a secret doorway back down the other passage. Return to the junction and go straight, climbing the steps on the left and following the red carpet. Avoid the flying books that whizz back and forth across the passage by nipping

into the alcove on the left and using the Donkey barrel to activate your Strong Kong skill, then running down to the end of the tunnel.

Collect the Golden Banana that waits for you at the end, then shoot the Coconut Switch on the left to open another secret door in the shelves ahead. Run through it to end up back on the ledge near the top of the castle – now dash up to the summit of the tower and use the fifth Banana Port to warp back down to the bottom of the castle area. Leap into the first Banana Port to go further back through the level and enter through the hole in the portcullis – follow the path and go through the first door on the left, going straight ahead to find another Donkey switch. Go through the door and kill the skeletal Croc, then use your Simian Slam to pound down on the blocks and rotate them until you've completed the picture of Donkey Kong. When you've done it, the next Golden Banana will appear for you to collect.

Leave the room and go back into the main corridor, turning left and following the line of Green Bananas until you reach another alcove on the left – go into it and drop in to visit Candy Kong.

Candy's Music Shop

Pay Candy seven lovely coins and she'll be extra nice to you. Not only will you receive the next instrument upgrade for all of your Kongs but you'll also get a nice new melon to add to your health bar! You can also give her another nine coins after this for the next instrument upgrade – talk about a bargain!

Leave Candy's shop and go out of the alcove, turning left and running to the end of the corridor before passing through the door to end up back by the lake. Swim over to the ladder and climb back to where all the Banana Ports are, then use the first Banana Port to warp back near the start of the level. Drop to the left of the moving platforms to reach a small graveyard, then drop down again and kill the skeletal Croc before running right and entering the door in the wall. Go straight ahead and enter the clearing past the red-haired brute to find Funky's Armory.

Funky's Armory

Finally, Funky's got something extra for you! Pay him five coins and he'll give you a bigger ammo belts, allowing each Kong to carry a maximum of 200 shots. After this, a further seven coins gets you the almighty Sniper Mode

for your weapons. Aim the weapon as normal by holding Z and hitting C Left to draw it, followed by C Up to bring up the sights – now though, you can use C Left and C Right to zoom in and out, as well as Z to slow down the movement of the weapon! Cool!

Leave the Armory and turn left, running down the slope to the giant skull at the bottom. Whip out your weapon and blast the Coconut Switch on the right to open the door – run inside quickly before it closes again! Run down the slope and head left, killing the skeletal Crocs as you go. Turn right at the next junction and keep following the passage until you reach a Coconut Switch at the end. This opens the wall and lets you reach the next area – pull the switches in the right order (top right, bottom right, top left) and run through the now-open door into the Ghost Train.

Ghost Train Ghoulies

It's another minecart game! Use Up and Down on the stick to speed up and slow down, Left and Right on the stick to jump the cart across the tracks and A to jump straight up into the air. This time around, you'll have to jump between the tracks to avoid the gravestones and gates blocking the course as well as watching out for the giant fists of the resident Kremling demon! Collect the coins as you go and make sure you've got 25 of them before you reach the bottom – there are lots of them so reaching the target shouldn't be too tough. Seeing as how you lose three coins each time you're hit though, keeping them might be a different story!

When you reach the bottom of the Ghost Train track, you will receive another Golden Banana – you will as long as you have collected 25 coins, of course! Now use the second Banana Port to warp back to the start of this crypt area and run through to the murky cave outside. Return to the grassy ledge that is below the graveyard and climb back up to the top, then run right and go back to the start of the level. Near the first small pond, go back into the tree and shoot the Coconut Switch again then run right and drop down the hole into the water below. Swim down the stream and jump onto the floating platform, then use your Sniper Scope to aim and shoot at the moving target located on the wall above. Each successfully hit target makes the water level raise a little bit more– when you have hit three targets, you will be high enough to reach the Golden Banana above your head!

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R.I.P.

Swim back through the opening and climb the ladder to reach the Banana Port. Use the fifth Banana Port to reach the top of the tower. Visit Snide and exchange the Blueprint for another Golden Banana. Leave the HQ and run to the tower opposite, using the Tag Barrel to change into Lanky Kong.

Lanky Kong

Turn left and run in front of the tower, slamming down on the Lanky switch to open the door. Run inside and kill all the ghosts to make a Lanky pad appear, then use your Grape Shooter to aim up at the ceiling. Shoot the three Grape Switches to open the wind vent and then use the Lanky pad to activate your Baboon Balloon – fly into the hot air rising from the vent and float up to reach the Banana Barrel high above.

Beaver Bother

Once again, this is a really tough game. There's no real change from last time except that you've now got to scare 15 beavers and chase them down

the hole in the centre of the barrel. This isn't exactly easy considering that the beavers are a real pain in the neck – keep trying and you'll do it! The trick is not to chase them directly into the hole, but chase them around it and then turn them in; if they see the hole coming, they'll just stand on the edge of it!

Grab the Golden Banana that appears when the game is over then leave the tower and warp back down to the bottom with the fifth Banana Port. Now use the fourth Banana Port to warp back up and arrive outside a small greenhouse – stomp on the Lanky switch on the right to open the door inside. Go through into a huge hedge maze; you'll have a small amount of time in which to dash through the maze and reach the Golden Banana at the far end. Luckily, there's a Lanky barrel just to the left of the entrance, so use it to activate your Orangstand Sprint and run through the hedges to the end. When you collect the Golden Banana, the door will open and a Battle pad will appear in the middle of the maze. Ignore the exit for now and run back to enter the next Battle Arena.

Pinnacle Palaver!

The next Battle Arena makes things even tougher by stretching out the time limit and making the enemies harder than ever before! You'll have to survive for 80 seconds against a horde of brutes and skeletal Crocs that just keep on coming – when you manage to survive to the end without getting killed or knocked off the platform, another Battle Crown will be yours!

When you win the Battle Crown, go back through to the end of the maze and exit through the door. Run back around the greenhouse and go down the slope along the castle wall – after you've crossed some moving platforms a little way down, you'll find a blue-haired brute. Beat him up and grab his Blueprint, then continue down the path to the bottom. Drop into the water on the right of the drawbridge and swim over to the portcullis, entering the castle through the hole in it.

Run down the passage, killing the skeletal Croc as you go and ignoring the green-haired brute for now. Enter the door on the right after Candy's Music Shop and go left down the slope to find another Lanky Switch. Stomp down on it to open the door, then dash through to find a Musical pad. Play your Trombone Tremor to make some Lanky pads rise up out of the acid ahead – don't fall in or you'll die! You'll now have to use them to activate your Baboon Balloon skill and float across the platforms to the Banana Barrel at the far end. Now jump into this and get ready for yet another mini-game!

Kremling Kosh

Another of those simple mini-games that has become incredibly difficult! Blast the Kremlings as they pop out of the barrels, remembering to reload your melon shooter by hitting the melon block in the middle. Red Kremlings count as double points, and you'll need to score 25 points to win the Golden Banana!

Don't worry about getting back across the acid – if you drop into it, you'll be transported back to the junction near the exit. Run back through the door to the passage outside, heading right to the door at the far end. Drop off the ledge ahead into the graveyard, then fall down again to find the door to the crypt area. Kill the skeletal Croc and go inside, ignoring the red-haired brute

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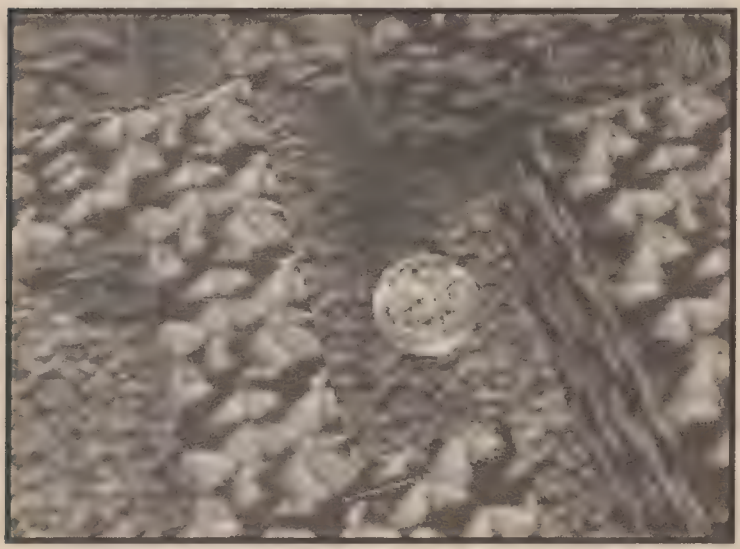


and turning right to the small crypt up the slope ahead. Blast the Grape Switch around to the left to open the door – go through and stand beneath the Lanky barrel before blasting the Grape Switch on the wall in front. Quickly jump up into the Lanky barrel to activate your Orangstand Sprint and leg it down the passage to the left, going through the gate at the end before the short time limit runs out. Now play your Trombone Tremor on the Musical pad to make a trail of vines drop from the ceiling – swing along them to reach the Golden Banana at the end, then swing back and blast the Grape Switch on the right to open the gate again.

Run back down the passage and leave the crypt, climbing the ladders back outside to reach the first Banana Port. Warp back and then use the fifth Banana Port to reach Snide's HQ – give him the Blueprint in exchange for another Golden Banana, then use the Tag Barrel outside to change yourself into Chunky Kong.

Chunky Kong

Leave the tower area and run back down the path around the outside of the castle until you reach the greenhouse again. Use your Primate Punch to break down the wooden door on the left and go inside, collecting the Green Coins and smashing the wooden '?' crate with your Primate Punch to reveal a Chunky pad. Collect the Homing ammo from around the room and then stand on the pad, hitting Z to activate your Gorilla Gone skill. This makes a flock of bats appear around the room – blast them all with your Pineapple Launcher and when they're all dead, another Golden Banana will appear for you to collect.

Exit the shed and continue down the path to find a Chunky switch outside the Museum. Stomp down on it to open the door and go through, climbing the stairs and following the passage. Kill the club-wielding Croc and continue past the glass walls to the carpeted room at the end. Splat the ghosts and punch the three shields on the left with your Primate Punch to reveal a large boulder. Pick it up and place it on the central pillar to open the other stone head – now dash over and grab the Golden Banana from inside!

Run back and leave the Museum, using the third Banana Port near Cranky's Lab to warp back to the lake at the bottom. Drop into the water and enter the castle through the hole in the portcullis, following the line of bananas and killing the green-haired brute to claim his Blueprint. Continue down the passage for more bananas, go through the door on the right and

use the Primate Punch to smash open all the grates in the walls. Leave again and go down the passage to the right, heading for the door at the end to return outside. Drop down to the graveyard and then down again to reach the door to the crypt area.

Go inside and turn left towards the big skull, using your weapon to blast the Pineapple Switch on the right to open the door – run inside quickly before it closes again. Run down the slope and head right, following the passage until you reach another Pineapple Switch at the end. Shooting it opens up a new room beyond; go through and then jump onto the central platform, using your Simian Slam to smash down on it. Kill all the ghosts and skeletal Crocs that appear, then run around the room and smash the coffins open with your Primate Punch. Inside one of them is a Banana Barrel – jump into it to transport yourself to another mini-game.

Searchlight Seek

Another enhanced version of this mini-game – use your searchlight to locate all the Klaptraps and shoot them with your melon shooter. They move incredibly fast now, and to make matters worse, you'll need to get ten of the little blighters if you want to win that lovely Golden Banana! Keep ahead of them and anticipate their movements – keep firing and you'll do it in a couple of attempts.

Run back through the opening and use the third Banana Port to warp back to the entrance, then climb the stairs to get out of the crypt. Return to the outside of the castle, turn right and climb the ladder up to the graveyard. Climb the next ladder and then run right, going down the steps and across the moving platforms to the small pond near the start of the level. Go inside the big tree and kill the bats, then use your Primate Punch on the cracked wall to knock through to the next passage. Run along to the corner and use your long-range sights on the Pineapple Launcher to shoot the switch above the gate at the end – if you approach it, the switch disappears. Go along the Banana Barrel in the alcove and jump inside for another dreaded mini-game.

Beaver Bother (again!)

Noooo! You've already completed this game once as Lanky Kong on the level and now you've got to do it again?! The same rules apply – chase 15 beavers

into the hole in the middle before the timer runs out, without falling into the hole yourself. If you did it before, you can do it again... can't you?

When you've got another Golden Banana, run back out of the tree and climb the ladder on the right to reach the Banana Port area. Use the fifth Banana Port to warp up to Snide's HQ, then go in and exchange the Blueprint for another Golden Banana! Now leave the HQ and use the Tag Barrel outside to change into Diddy Kong.

Diddy Kong

Head down the slope around the outside of the castle, running past the Library until you reach the Ballroom. Stomp on the Diddy switch outside to open the door then go inside, following the passage and killing the club-carrying Croc. When you reach the ballroom at the end, bash all the enemies on the dancefloor to make a Diddy barrel appear in the middle. Jump into it and fly up to the candles above, lighting them with your Jet Barrel bursts as you hover over them. When all three are lit, a Banana Barrel will be revealed – fly over to it and drop inside to enter another mini-game.

Minecart Mayhem

As before, your task is to race around the track and dodge the TNT barrels that will try to blow you up. Use the stick to change tracks to avoid them, but watch out as the are incredibly intelligent this time round! Survive until the time limit runs out and another Golden Banana will be yours for the taking!

Exit the Ballroom and make your way down the slope to the second Banana Port, where you'll find another Jet Barrel. Jump into it and blast all the way up to the top of the castle – you'll find another Banana Barrel high above the tower. Fly into it and you'll be transported to yet another mini-game!

Big Bug Bash

The stakes have been raised yet again with this game – you've now got to swat a total of ten bugs with your Fly Swatter before the timer runs out! It's

a tough task because the flies are more annoying than ever – if you manage to do it though, you'll get another Golden Banana!

Drop off the tower and use the fifth Banana Port to warp to the lake at the bottom. Fall into the water and enter the castle through the portcullis, then follow the passage until you reach the door on the right with some Red Coins outside. Go in and turn right at the junction, heading down the slope and stomping on the Diddy switch at the bottom to open the door. Head through and shoot the Peanut Switch from a distance to lower some chains from the ceiling – use them to swing to the far side of the room and collect the Golden Banana from the throne at the end. Don't fall down to the floor below; if you do, the throne disappears and you will have to start all over again!

Return to the far side and go through the door into the main passage. Turn right and run down the passage, heading through the door to end up near the first Banana Port. Drop down past the graveyard to reach the crypt, then go inside and beat up the red-haired brute to collect another Blueprint. Head left towards the giant skull, shoot the Peanut Switch on the left and go through the open mouth. Run left and take the next left at the junction to

find another Peanut Switch at the end of the long passage. Shoot it to open the wall and run through, then use your Chimpy Charge to hit the four switches in order. The coffin will open and a Golden Banana will fly out – grab it and then use the first Banana Port to warp back to the entrance.

Leave the crypt and go back through the door to the outside area. Climb the two ladders and use the first Banana Port to reach the lake, then jump into the fifth Banana Port and warp up to the top of the castle again. Pop in to see Snide and exchange your Blueprint for Diddy's last Golden Banana, then use the Tag Barrel near the tower outside to change into Tiny Kong for the last section of this level!

Tiny Kong

Run down the banana-covered slope to the greenhouse, then use the Tiny barrel to activate your Mini Monkey skill. Dash over to the mushroom and use it to spring up to the roof, dropping through the hole to the chamber below. Collect all the Purple Coins and Homing ammo then blast the swarm of bluebottles – when you manage to kill them all, another

Golden Banana will be yours! Now run through the small hole to get back outside again.

Continue down the path, crossing the moving platforms and narrow wooden platforms to collect all the Purple Bananas along the way. Drop into the lake at the bottom and head through the small hole in the portcullis into the castle. Follow the passage, turning right at the Tag Barrel to find a massive gap – use your Pony Tail Twirl to fly across it and then jump into the Banana Barrel on the other side for a mini-game.

Teetering Turtle Trouble

The time limit might have been extended but the game remains the same. Shoot melons into the mouths of the snakes to prevent them dropping the turtles spinning on their tails, using the melon block in the centre to reload your shots. If you can survive until the timer expires, you'll be given another Golden Banana!

Collect the Golden Banana and fly back across the gap with your Pony Tail Twirl, running down the passage on the right to reach the first Banana Port outside the door. Drop off the ledge to the graveyard, falling down again to find the entrance to the crypt below. Run up the slope on the right and blast the Feather Switch on the right-hand wall to open the door once more. Dash inside and go right, using your Pony Tail Twirl to fly over the acid-filled pit along the passage. At the end, stomp on the Tiny switch to make hands rise up out of the acid – you'll have to jump between them using your Pony Tail Twirl to make it safely to the Golden Banana on the far side of the pit. From the hand ahead of you, go left then return to the centre; now jump left again and finally jump back to the centre to claim the prize!

Drop into the acid to be sent back to the entrance of the crypt, then leave and go back outside through the door at the bottom of the slope. Climb back up to the top and use the first Banana Port to warp to the lake, then run back down the steps and along the path towards the start of the level. When you come to a ladder on the left near the drawbridge, look right to see a narrow ledge below – drop down and beat up the purple-haired brute on the platform at the end to grab his Blueprint. Climb back up using the ladder on the ledge and return to the lake area.

Use the fourth Banana Port to warp halfway up the castle, then run around the corner to where the Ballroom is. Use the Tag Barrel outside to change into Diddy Kong, then stomp on the Diddy switch to open the door. Change back into Tiny Kong and dash inside then stand on the Tiny pad near the dancefloor at the end and transport yourself into another chamber. Take a photo of the Banana Fairy hovering above and then do a big backflip to land on the roof of the metal shed, using the Tiny barrel to activate your Mini Monkey skill. Drop down from the roof and run around the front to find a small hole – go inside to meet that friendly racecar again!

Slotcar Sequel

It's another two laps race around the track, collecting ten coins as you go and reaching the finish line before the other car. This time though, you'll have to avoid the explosive crates that litter the track and try to steer through all of the gates along the way. You're only allowed to miss five gates, so get near the end of the course with all of your misses intact and then take some sharp turns around the corners, avoiding the boxes to reach the finish in front!

Once you've claimed a Golden Banana trophy from the racecar, go back outside the shed and use the Tiny pad to teleport back to the Ballroom. Leave through the door at the end of the passage and run back up the slope around the castle to reach Snide's HQ at the top. Give him the Blueprint in exchange for Tiny's last Golden Banana in this area and you're done! Now all that remains is to get your hands on the key for K.Lumsy's cage – head through the fifth Banana Port to get to the bottom, then jump into the second Banana Port to find one of the portals leading to Troff N' Scoff. Feed them 400 bananas to open the gate, then go through to face the weirdest boss ever!

BOSS FIGHT

Kut Out K.Rool Kapers

This is such a stupid boss fight, we were rolling around with laughter! You'll find yourself on a central platform inside the castle with four cannons around you – watch out because a big cut out of K.Rool himself will pop up above one of the walls of the castle! When he appears, jump into the cannon

to be fired towards him; be careful not to be too slow or use the wrong cannon because missing causes you to fly over the castle wall and be eliminated! When this happens, another of the Kongs will appear from the barrel in the centre to continue the fight. If you manage to hit him three times though, he'll lose an arm and start to get more difficult!

This time around, two K.Rool cut outs will pop up – you'll have to decide which to go for quickly as one of them is a fake! Aim to hit the one that is more brightly coloured than the other; once again, dodge the laser shots he fires and land three hits on him to knock his other arm off!

The next round is really tough. Dodge the two rounds of laser fire that comes in from all sides and watch for him springing up in quick succession. As he does so, the cannons will light up in turn – stand by one and wait for it to light up before quickly jumping into it and smacking him in the chops! Three more hits in this manner finish the fight; collect the key that appears and then make a run for K.Lumsy's cage!

Drop down through the hole at the back of the Creepy Castle entrance area and return to Donkey Kong island, swimming over to the beach and using the first Banana Port to warp to K.Lumsy's island. Give him the seventh key and he'll be overjoyed – in fact, he'll even open the way through to the last area for you! Run back outside and head over to the beach with the first Banana Port, then change into Tiny Kong and jump into the fourth Banana Port to reach the top of K.Rool's island. Drop carefully off the ledge to fall down to the bottom, then run around the outside platform until you find a Tiny pad hidden around the back. Use it to activate your Monkeyport and warp all the way up to the very peak of the island – run left to the end of the platform, then jump over into the mouth and enter the heart of K.Rool's hideout!

Inside, you'll need to quickly run left and activate the Banana Port then go back and use the Tag Barrel to change into Chunky Kong. Now stand on the Chunky pad and activate your Gorilla Gone skill to make a row of vines appear across the lava. Carefully swing over them to the other side and step on the other Banana Port; now you can cross the lava without having to use the vines again! Talk to B.Locker and show him 100 of your Golden Bananas, then quickly warp back to the other side and use the Tag Barrel to change into Donkey Kong. When you warp back again, you can now pass through the gate with K.Rool's face on it to enter the Hideout Helm!

LEVEL EIGHT - HIDEOUT HELM

Donkey Kong

Activate the first Banana Port and smack the two Crocs ahead, then leg it down the passage. Go left and use the Tag Barrel to change into Lanky then activate your Orangstand skill and climb the steep slopes to the room at the top. Kill the pink Croc with Orange Bombs and use the Tag Barrel to change into Chunky Kong, then blast the Pineapple Switch on the right to open the passage ahead. Go down the tunnel and use the vines to cross the lava pit, landing in the chamber on the other side. Kill all the Crocs and change into Tiny Kong using the Tag Barrel on the left, then jump into the Tiny barrel opposite to activate your Mini Monkey skill. Go back to the left and enter the pipe in the wall to reach the machine in the central chamber.

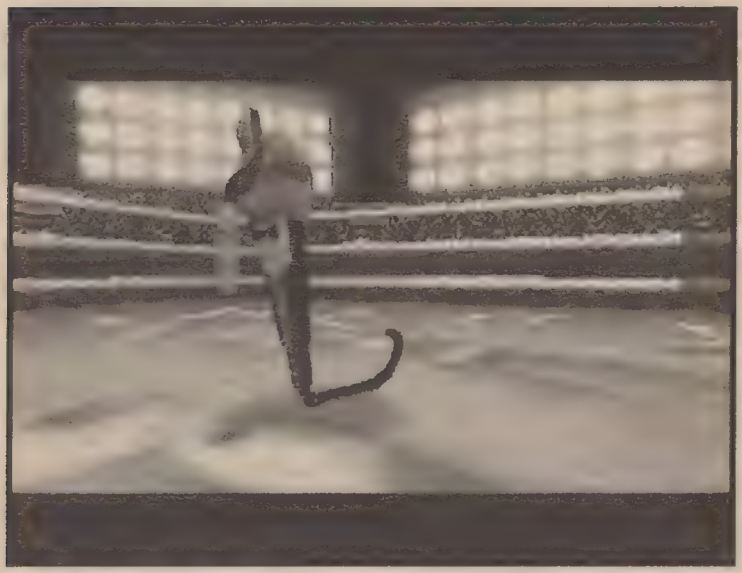
Change into Donkey Kong using the Tag Barrel and run around the machine to the lever at the front. Pull it using your Gorilla Grab skill to make a row of DK Stars appear and start the clock. You'll now have to leg it back to the Tag Barrel and change into Diddy Kong, then jump in the Diddy barrel and activate your Jet Barrel skills. Fly around the machine and pass through

all of the DK Stars before the tight time limit expires to open the five doors surrounding the machine. Drop back down and use the Tag Barrel to change into Chunky Kong, then run around the area and smash down all of the gates with your Primate Punch. When you've knocked four gates down, drop back to the Tag Barrel and change into Donkey Kong before going through the gate on the ground floor.

Use your Bongo Blast on the Musical pad in order to open the glass wall, then go inside and jump into either of the K.Rool barrels to enter one of the mini-games.

Rambi Rumble

Hey, it's Rambi! The goal here is to run around the arena and knock out all of the Kremlings before the time limit expires. The problem is that there are huge electrical pylons dotted around the arena and if you touch one, the game is over! It's not too tough if you concentrate...



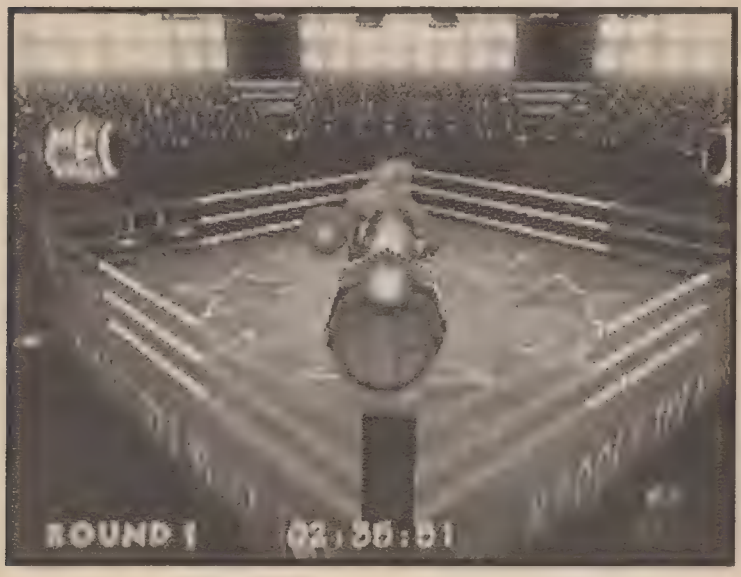
Target Trauma

As soon as you arrive in the level, jump into the Blast barrel above and watch carefully for the targets that whizz past as the barrel turns. You'll need to hit three small targets in 30 seconds, but remember that you'll need to return to the Blast barrel after shooting for each one!

Once both mini-games are complete, the yellow section of the machine will shut down. Grab the Banana Medal from the pillar in the middle and then run back to the Tag Barrel and use it to change into Chunky Kong. Enter the opening just next to the barrel and play your Triangle Trample on the Musical pad to open the glass door. The deal here is the same – jump into either of the K.Rool barrels and complete the two mini-games to shut down the next section of the machine.

Sniper Shooting

If you've still got some Homing ammo left over, this game is a piece of cake! Use the Sniper Scope to aim at the Crocs in the distance and shoot all five of



them before the timer runs out. The Homing ammo means that you can just point and shoot without even having to aim properly – what a cheat!

Kovert Kremling

Use the Chunky barrel in the middle to activate your Hunky Kong skill, then use your Primate Punch on the crates around the outside to smash them all. Inside one of them is a small Kremling – you've got to find out which one he's in and then bash him before the timer expires to win the game!

After the two games are complete, collect the Banana Medal from the pedestal in the centre and then dash back to the main chamber. Jump into the Tag Barrel and change into Tiny Kong before finding the steps up to the next doorway. Go inside and play the Saxophone Slam on the Musical pad to open the glass door, then jump into each of the K.Rool barrels to try your hand at another set of mini-games.

Mushroom Mayhem

Using the mushrooms as bounce pads, you'll have to fly into the air and jump through the DK Stars high above. Make sure that you use your Pony Tail Twirl to hover at the very peak of your jump and pass through three stars to win this little game.

Foot Floor Folly

To be successful here, you'll need to have expert control over your Pony Tail Twirl. Using the crates dotted around the area, you have to guide Tiny around and glide through the three DK Stars before reaching the switch at the far end of the course. The only snag is that you can't touch the ground – if you do, the game is over!

Grab the next Banana Medal from the pillar in the centre and then return to the main chamber. Use the Tag Barrel to change into Lanky Kong and sprint up the stairs and around the machine to the door way on the other side. Use the Trombone Tremor on the Musical pad to open the door, then jump into the K.Rool barrels for more mini-games.

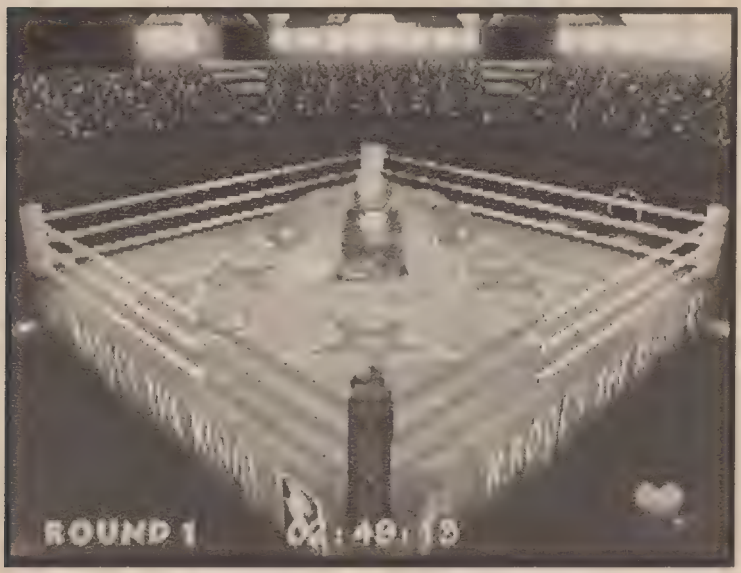
Zinger Zap

Whip out your Grape Shooter and aim carefully at the three Zingers that are flying around the arena. Homing ammo makes this one easier, but remember that it'll take more than one blast to knock them to the ground. Keep a lock on each one of them and blow them out of the sky!

Maze Madness

As soon as the game begins, jump into the Lanky barrel in front of you to activate your Orangstand Sprint and then dash through the maze. You'll need to hit the switch before crossing the finish line – the switch is on the left at the junction while the checkered flag lies on the right.

Grab the next Banana Medal and return to the main chamber, using the Tag Barrel to change into Diddy Kong. Quickly jump into the Jet Barrel to get your boosters and then fly up to find another opening high in the wall above. Use your Guitar Gazump on the Musical pad to open the door, then jump into the K.Rool barrels as before for more mini-games.



Switch Shenanigans

There's a switch in the centre of the arena with Crocs all around – killing one of them makes the switch appear for you to stomp on. Trouble is, you don't know which one it is! Kill all of the Crocs until you hear the chimes, then dash over and stomp the switch before the timer runs out.

Crafty Cage

Jump into the Jet Barrel in front of you, then fly high into the air and locate the four switches on the wall around the outside. Once you reach the right level to shoot them, hover by holding the Z button and spin round to shoot them all with your Popguns. When all four are hit, the cage in the middle will rise – run over and stomp on the switch inside to win the game.

When you've completed both of Diddy's mini-games, you'll be able to collect the last of the Banana Medals. The machine will shut down and you can relax a little – there's no time limit to compete against now! Before you go rushing off to fight K.Rool though, run back to the machine room and jump

back into the Jet Barrel again to activate your boosters. Fly high up to the very top of the machine and you'll spot another Battle pad – land on it and hit Z to enter one of the last Battle Arenas of the game.

Shock wave Showdown

This is one of the tougher Battle Arenas to win, simply because Diddy isn't exactly built for heavy battles! You'll need to fend off the advancing waves of brutes and Crocs for a whole 90 seconds without dying or being knocked from the platform – using Diddy's running cartwheel is a good tactic, but be careful not to fall off! When you manage to last for the whole time limit, the last Battle Crown will be yours!

Drop back down to the floor from the top of the machine and use the Tag Barrel to change into Donkey Kong, then run up the steps on the far side of the machine room and climb to the opening at the top. Go through into the bridge of K.Rool's island fortress and open the door at the end – you need to have collected four Battle Crowns to get through it. Once K.Rool has made a

run for it, head down the passage to the chamber at the end and run past the throne to the door opposite; to open it, you'll need to have collected both the Nintendo and Rareware Coins from the two classic arcade games. Go inside and collect the last of K.Lumsy's keys, then take a photo of the last two Banana Fairies before leaving.

Don't chase after K.Rool just yet! Instead, head back through to the bridge and use the first Banana Port to return to the entrance of the level, then go back out and return to Donkey Kong Island. Go and pay a visit to the Banana Fairy – she'll be so grateful to you for saving all of her fairy friends that she'll give you a special giant Golden Banana prize! Now leave the island and go to see K.Lumsy. Give him the last key to unlock his cage and release him from the prison! At this point, K.Rool will take off in his Jet Croc to make a swift getaway – K.Lumsy will give chase and knock him clean out of the sky! Leave K.Lumsy's cave and use the first Banana Port to return to the beach, then jump into the third Banana Port to find K.Rool's crashed ship. Jump into it to enter the big final fight – let's get ready to rumble!

BOSS FIGHT

The Main Event

Forget all this messing about with TNT barrels and motorboats – it's time for a good old fashioned fist fight! Taking on K.Rool is a huge battle that will take you some time to get through; luckily, we're here to help! It's twelve three-minute rounds of hard-knuckled boxing... are you up to the challenge? The one thing you've got to remember is the time limit – you've only got three minutes in which to beat him each time. If the clock runs out, you'll have to start the round all over again!

Donkey Kong

The powerful primate steps up first, ready to take on K.Rool. Watch out for him jumping in the air and creating a shock wave – if you don't jump over it, you'll get hurt. Climb up one of the four corner posts and wait until the Blast barrels appear above. Now jump into one of them and watch K.Rool's movements. When he stops guarding and goes to wave at the crowd, fire the

barrel and give him a smack right to his face! This will stun him for a moment and then the fight will continue; use the same tactic to hit him again but watch out for the fake taunt that he uses to confuse you. You'll have to hit him a total of four times before he goes down... luckily for him, he's saved by the bell from a TKO!

Diddy Kong

It's the champ of chimps up next and things start to hot up just a bit. Run around the ring for a bit while he throws out his boxing glove towards you and a Jet Barrel will appear after a short while. Jump into it to activate your boosters and then fly up to the top of the arena. If you look carefully, you'll notice that K.Rool is standing directly beneath one of the four lighting fixtures on the rigging above. There will be two targets (one on each side) of the rig he's under – blast them with your Popguns and the light will fall down on his head!

When he throws it to one side, K.Rool will move beneath a different light and start to attack again. Move round and use the same tactics as before, but watch out for his flying glove – it gets faster with every successful hit

you land on him. After you've dropped all four lights on his head, he'll be out for the count again... or so you think!

Lanky Kong

With the longest reach in the world, Lanky's stretchy arms will come in very handy during the next round. Dodge K.Rool as he runs about blindly with the light on his head and wait until the four pillars appear around the outside of the ring. Now dash to the side and punch out to strike the button on the side of the pillar – this makes a Banana Skin barrel appear. Grab it through the ropes and watch as four Musical pads appear in the corners of the ring. Move to the centre of the ring and aim the barrel at one of the corners, smashing it to reveal a Banana Skin. Run over to the corner you aimed the barrel at and watch K.Rool's movements – when he moves so that the Banana Skin is directly in between you and him, play the Trombone Tremor to catch his attention. He'll come running straight at you and slip on the Banana Skin, landing hard on the mat!

This is one of the trickier stages of K.Rool to beat – he gets faster and more unpredictable as the fight goes on. Keep using the same tactics to lure

him into each of the Banana Skins and knock him down until all four pillars have disappeared. Each time you successfully hit him, you'll lose a Musical pad – try to keep track of which corners you've already used! When he's fallen on his bottom four times, he'll go down once more and you'll move on to the next round!

Tiny Kong

The girl with the whirl knows where it's at... apparently. It's Tiny's turn to kick some K.Rool butt! Move over to the corner post and climb up to avoid the multiple shock waves, then wait until he stops and starts to rub his bottom in pain. Use the Tiny barrel that appears in front of him to shrink down in size, then run over into the hole in his right shoe to find some particularly smelly crocodile feet! Watch for the toes wiggling – this is a sign that they're about to stretch out and hit you! After dodging the toes a few times, one of them will lift up; you've already got your Feather Bow in hand, so just shoot it to tickle the nasty reptile!

The fight will start again, with even more shock waves for you to contend with. Steer clear of them by hanging onto the ringpost, then jump into the

Tiny barrel again and enter his shoe for the second time. You'll have to shoot the next toe twice and avoid a barrage of moving toes after each hit. This tactic needs to be repeated throughout the rest of the fight, with each following toe needing an extra hit to do K.Rool some damage. When all four toes have been tickled, K.Rool will fall over again and need some resuscitation from his cornermen... time for the final round!

Chunky Kong

The beast from the East is here and this time, there ain't nothing gonna stop him from send K.Rool down! Unfortunately, the king's got other ideas... so many ideas that he turns himself invisible! This is going to be a tricky fight as you're going to have to avoid K.Rool as he runs around the ring, using only his shadow as a guide to where he is. There's a switch in the centre of the ring – you'll need to guide Chunky over to it and stomp down to make four Chunky pads appear around in the corners. Run over and use one of them to activate your Gorilla Gone skill, making K.Rool reappear! This also reveals a Chunky barrel back in the middle of the ring; run back over and leap into it to activate your Hunky Kong skill. You'll now be the same size as K.Rool so you can finally lay one on him! Hold down Z and wait for him to

charge at you before hitting B to use your Primate Punch – wait until he's halfway across the ring and you'll give him a big slap as he runs into you!

As you shrink back to your normal size, the fight continues. Use the same tactic as before to make the pads and barrel appear (watch out as the pads disappear after you successfully use them) and slap him again to make him especially angry. Not only will he get faster as he runs around the ring but when you use the Chunky barrel again, he'll turn invisible! He'll dash quickly towards you, so be ready with your Primate Punch almost immediately. Smack him again to send him crashing back, ready for one last attack. The next time you use the Chunky barrel he'll turn invisible, move rapidly towards you and sway from side to side! You'll have to time your Primate Punch with care; when you land, the fight is over! Congratulations – you've saved Donkey Kong Island from K.Rool and his Blast-O-Matic!

DONKEY KONG ISLAND

It might be the hub of the whole game, but that doesn't mean that Donkey Kong Island doesn't have its own hosts of secrets and surprises to look out for! As with every other level, there are five Golden Bananas for each character to collect here as well as special items like Battle Arenas and Banana Fairies. You won't be able to collect them all in one go; some Golden Bananas are only accessible after you've completed certain sections of the game. If you're stuck trying to find one, take a look at our handy guide to where each Golden Banana is...

Donkey Kong's Golden Bananas

1

After visiting K.Lumsy for the first time, a Golden Banana appears in front of the entrance to the Jungle Japes level. Run over and grab it before you go and rescue Diddy Kong.

2

Once the Frantic Factory level is completed, go outside to the small room and use Donkey Kong's Gorilla Grab to pull the lever near the right-hand wall. This will start the lift on the left moving – jump aboard and ride it to the ledge above. Stand on the Musical pad and play your Bongo Blast to call down Squawk, who's managed to find another Golden Banana for you!

3

Climb the side of K.Rool's island to where the vines are and drop down onto the small platform below. There's a Coconut Switch on the wall next to a gate – shoot it with your Coconut Shooter to lower the bars, allowing you to grab the Golden Banana from within!

4

After you've opened up the entrance to the Crystal Caves, run up the slope and go into the passage to find an icy cave. Use the Tag Barrel to change into Chunky Kong and then break down the ice walls on the left and right using his Primate Punch. Change back into Donkey Kong and run into the

left-hand cave to find a Donkey barrel – jump into it to activate your Strong Kong skill and then run out and over to the opposite opening. Cross the lava quickly and grab the Golden Banana, then leave the area and change back into normal Donkey Kong.

5

Give K.Lumsy seven of the keys to his cage and you'll be able to access the Hideout Helm. Get up there using Tiny Kong and then go inside to spot a yellow-haired brute standing on a platform to the right. Whip out your Coconut Shooter and use the sights to aim at the Coconut Switch high above the door at the end – shooting it raises a walkway out of the lava over to where the brute is. Dash over and smash him in the face to nick his Blueprint, then present it to Snide to receive the last of Donkey Kong's Golden Bananas in the area!

Diddy Kong's Golden Bananas

1

Once the way up to the Frantic Factory is open, climb the steps around K.Rool's island and use the vines at the top to swing over to the small cave on the right. Inside is a Diddy pad – use your Simian Spring skill on it to reach the Banana Barrel above and enter another mini-game.

Batty Barrel Bandit

This game hasn't changed much since the last time, except that now the time limit is even tighter than before! Hit the A button to stop the reels as they turn and try to make bananas appear on all of them – you'll have to do this three times before the timer runs out but be careful, as the reels get faster every time you do it! When you finally score the jackpot, another Golden Banana will be yours.

2

When you've gained access to the Fungi Forest, head for the entrance to the Angry Aztec level as Chunky Kong and pick up the first boulder to reveal a Musical pad. Run into the entrance area further up and use the Tag Barrel to change into Lanky Kong, then run over and play your Trombone Tremor on it to make a Jet Barrel appear near the Fungi Forest entrance. Change once again into Diddy Kong and use the cannon to reach the high platform above, then jump into the Jet Barrel and fly over to the floating island on the left. Use your Peanut Popguns to shoot the Peanut Switch and then run into the cavern to collect another Golden Banana!

3

After collecting the third of Diddy's Golden Bananas here, drop down and use the cannon to fly back up to the entrance of the Fungi Forest. Jump back into the Jet Barrel and then turn around and fly over to the snow-capped summit of Donkey Kong Island. There's a Banana Barrel hovering high above it – fly over to enter another of those damned mini-games!

Peril Path Panic

Nothing too tough about this mini-game – just keep blasting all the Klaptraps with melons from your melon shooter to keep them knocked out and allow the fairies to fly across to safety. Remember to reload with the melon block in the middle and when you've saved ten fairies, you'll get another Golden Banana!

4

Go through into the area outside the Crystal Caves portal and climb the first slope to find a Jet Barrel. Jump into it and then fly left over to a small ledge high above. Stand on the Musical pad and let rip with the Guitar Gazump to call down Squawk – he's found another Golden Banana for you!

5

As soon as you've given K.Lumsy his fifth key, you'll be able to reach the area outside the Creepy Castle. Fly up to it using the cannon near K.Lumsy's cave and change into Donkey Kong, using his Coconut Shooter to blast the switch in front of the cage. Now change back into Diddy Kong and jump into the cage, bashing the red-haired brute to make him drop another of Snide's Blueprints – take this to Snide in any of the levels to receive another Golden Banana!

Tiny Kong's Golden Bananas

1

Take Tiny across the water to the Banana Fairy's island and use the Tiny barrel to shrink down and pay her a visit. Once you've met her, go back outside and run around the back of the island to find a small cage that is set in the wall – blast the Feather Switch above it to lower the bars. Now you'll be able run inside and collect the Golden Banana that waits for you there!

2

Once you've completed the Angry Aztec level, use Diddy Kong to Chimpy Charge the two Diddy Gongs outside the entrance portal. Now change into Tiny Kong and jump from the higher ledge, then use the Pony Tail Twirl to hover over to the Banana Barrel high above the ground and enter one of Tiny's mini-games.

Big Bug Bash

As with all the mini-games, this one gets more difficult this time around. You'll now have to squash eight flies with the Fly Swatter in under a minute, and considering that they're faster and more unpredictable than ever, that isn't easy! When you manage it, you'll get the second of Tiny Kong's Golden Bananas on Donkey Kong Island.

3

After you've cleared out the Frantic Factory, change into Chunky Kong using the Tag Barrel on the right and then smash the crate on the left using a Primate Punch. Return to the Tag Barrel and change back into Tiny Kong, killing the purple-haired brute to steal his Blueprint. Now pay a visit to Snide's HQ to exchange it for another of Tiny's Golden Bananas! Don't forget to take a picture of the Banana Fairy that lives inside the crate as well...

4

Once you've gained the Super Simian Slam skill, head back to the area outside the Gloomy Galleon portal. Use the Tag Barrel to change into Chunky Kong, then stomp on the switch with his face on it to open a small grating in the corner of the room. Change back into Tiny Kong and climb to the step near the portal, then turn around and use your Pony Tail Twirl to hover over to the Tiny barrel high above the water. After you've shrunk, swim over to the open grating and go through it to find a small island with another Golden Banana on top – grab it and then shrink again with the Tiny barrel behind you to swim back again.

5

Head for K.Rool's island and run around the platform at the bottom to find a Tiny pad. Use it to activate your Monkeyport skill and reach the very top of the island – take a photo of the Banana Fairy and then play your Saxophone Slam on the Musical pad to call down Squawk. Guess what? He's got another Golden Banana for you and what's more, he makes a Chunky barrel appear down below. Great!

Lanky Kong's Golden Bananas

1

After you've visited Funky's Armory in the Angry Aztec stage and bought the Grape Shooter, go to K.Lumsy's Island and check around the back to find a

Grape Switch. Shoot it to open the cage nearby and then run inside and pick up the Golden Banana.

2

Now that you've visited Candy's Music Shop in the Angry Aztec level and bought Lanky's Trombone, return to the entrance area of the Jungle Japes stage and use the Tag Barrel to change into Chunky Kong. Pick up the boulder on the right to reveal a Musical pad, then change back into Lanky Kong and play your Trombone Tremor on it. Squawk will now fly down and present you with another Golden Banana!

3

When you've been up to the Crystal Caves entrance and smashed the left-hand ice wall with Chunky's Primate Punch, go inside as Lanky Kong to find a blue-haired brute. Kill him and nick the Blueprint he is carrying, then find Snide in any of the levels and exchange the Blueprint for another of Lanky's Golden Bananas!

4

Return to see K.Lumsy once you've got your Orangstand Sprint move from Cranky in the Crystal Caves and run to the left of his cage to find a Lanky barrel. Use it to activate the skill then run around to the other side of the cage where a switch lies. Once you hit it, you have a really short time limit in which to dash back to where the barrel was and grab the Golden Banana inside the cage to the left of it. It's not easy, but with his extra speed Lanky can do it!

5

Open up the Creepy Castle level and you'll be able to win the next Golden Banana. Fly up into the room outside the level and use the Tag Barrel to change into Chunky Kong, then run over and pick up the rock on top of the Lanky pad. Change back into Lanky Kong and activate your Baboon Balloon skill to float up to the top of the central island – there's another Banana Barrel for you to use and reach one of those pesky mini-games!

Searchlight Seek

This time, you'll have to really do your best to win this game because it's really tough! You still have to shoot the Klaptraps with your melon shooter, but this time you'll need to blast ten of them in a minute. Not only do they move faster than last time, but they're more spaced out in the bottom of the barrel! Keep trying and you'll do it eventually, winning you another of Lanky's Golden Bananas!

Chunky Kong's Golden Bananas

1

Lift the second rock near the Angry Aztec entrance to find a Triangle Trample Musical pad. Play your triangle and Squawk will fly down with another Golden Banana for Chunky Kong!

2

Once you've visited Funky Kong in the Angry Aztec level and bought your Pineapple Launcher, run around the back of the main Donkey Kong Island and shoot the Pineapple Switch above the gate near the waterfall. This will allow you to run inside and grab the Golden Banana hiding behind the gate!

3

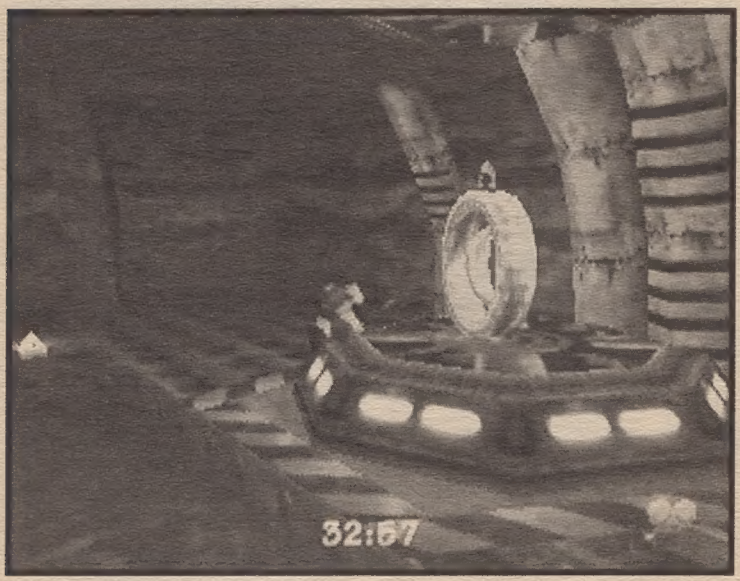
As soon as you swim through the entrance into the area where the portal to the Gloomy Galleon is, you can jump onto the bank as Chunky Kong and beat up the green-haired brute nearby. Doing this gives you another of Snide's Blueprints – now just go and visit him in any of the levels to receive another Golden Banana!

4

Soon after you've collected Tiny's fifth Golden Banana from Donkey Kong Island, head for the small island with an 'X' on it. Before you get there, swim left towards the grassy island and use the Chunky barrel to activate your Hunky Kong skill before heading over to the 'X' island. Perform a Simian Slam on the cross to make the island sink beneath the waves, revealing another of Chunky's Golden Bananas!

5

When you eventually access the final area of the game, get into the mouth of K.Rool's island using Tiny Kong and then change into Chunky Kong using the Tag Barrel on the right. Stand on the Chunky pad and activate your



Gorilla Gone skill – this will make two rows of vines appear across the lava. Run left and swing over to the small platform ahead, where another Banana Barrel awaits to take you to a mini-game.

Kremling Kosh

The hardest version of this game yet – you'll need to score a total of 28 points by shooting the various Crocs that pop out of the barrels with your melon shooter. Keep reloading with the melon barrel in the middle and blast away to score enough points before the time is up. We know it's tough, but it is possible!

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